

A Database Publication

electron

Vol. 5 No. 2 November 1987 £1.25

user

Now you can
rewrite history in

FAWKES' RUN

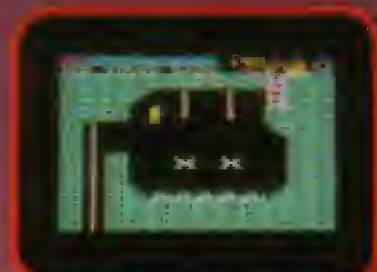
Palace of Magic
and ADFS mapped

Take control — with
our joystick utility

Rock and roll your
screen with Scroller

ARCADE CORNER
Cheat modes and
infinite lives

PALACE of MAGIC



Leaping over deadly swords and spikes



Climbing up the East Tower



Wandering through a patch of woodland



Approaching the meandering river



At the top of the West Tower



Exploring the passages



Greeting the Guardian of the Guards



Down in the dungeons



Over 100 Screens full of Challenging Puzzles and Awesome Foes

By practising acts of benevolence and goodwill, you have offended the evil wizard Caldeli. Summoning forth his satanic powers in order to extract retribution, he has cast two powerful spells upon you: (1) you have been reduced to the size of a dwarf; (2) Caldeli has banished you to one of his old homes, the "Palace of Magic".

The palace and its surrounding land is littered with magical objects and mysterious creatures. It is rumoured that there is also a hidden transporter — your only means of escape from this enchanted place.

After exploring the rooms of the palace, you should venture forth through the enclosing woodland: towards the ancient church and the eerie dungeons, or through the maze of secret passages, or over the river to the princess's house.

On your journeys, you will encounter many strange animals and people including rock monsters, gremlins, imps and guards. Some are good and some are evil. You will need to decide who you can trust to help you in this arduous quest.

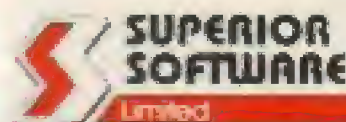
BBC Micro Cassette.....	£9.95	Acorn Electron Cassette.....	£9.95
BBC Micro 5¼" Disc.....	£11.95	Acorn Electron 5¼" Disc.....	£11.95
BBC Master Compact 3½" Disc..	£14.95	Acorn Electron 3½" Disc.....	£14.95

(Compatible with the BBC B, B+ and Master Series computers).

PRIZE COMPETITION

The first prize in our competition is a treasure chest containing over £200 worth of mystical and magical artefacts. 10 runners-up will each receive £5 and a signed certificate.

To enter the competition, you must complete the "Palace of Magic" adventure, and note down the congratulatory message you receive. Closing Date: 30th April, 1988.



ACORNSOFT

Please make all cheques payable to "Superior Software Ltd".



24 HOUR TELEPHONE ANSWERING SERVICE FOR ORDERS

OUR GUARANTEE

- All mail orders are despatched within 24 hours by first-class post.
- Postage and packing is free.
- Faulty cassettes and discs will be replaced immediately. (This does not affect your statutory rights).

News

Up to the minute news and views from the ever expanding world of the Electron.

5

Hardware Projects

Bring your Electron buggy to life with some moving software.

8

Scroller

Discover the inner secrets of hardware scrolling on the Electron.

10

Education

Nick Outterside reveals some low-cost, high-quality educational software for the Electron.

18

Software

Bring yourself up to date with the latest releases for the Electron: TV Director, Palace of Magic, Suds and Power Pack II reviewed.

23

Joystick

Convert most of your favourite games to run with a Plus 1 joystick.

27

Arcade Corner

More hints, tips, pokes and cheat modes for popular arcade games.

28



Fawkes' Run

Change the course of history as you help Guy Fawkes outwit the Beefeaters.

33

Logo

The second in a series providing an in-depth look at this unusual language.

37



Adventure Writer

Part 5 of this popular series examines adventure cartography.

42

LINERS

10 Liners

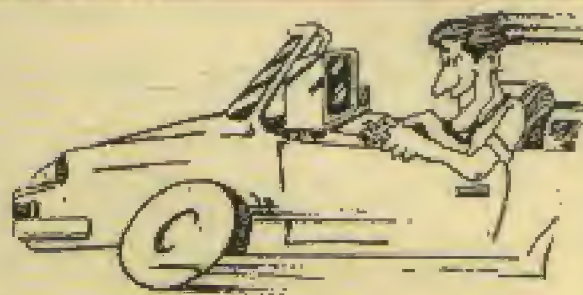
Another selection of compact programming marvels from our clever readers.

45

Micro Messages

The pages you write yourselves - a selection of letters from our bulging mailbag.

47



In Action

Find out how thirsty your car is with our fuel consumption calculator.

55

Adventures

More tips, clues and magic spells from our resident wizard as he helps those stuck in far away and long-forgotten lands.

56



Bargains galore!

Don't miss our special offers on Pages 50-53.

Managing Editor
Derek Meakin

Features Editor
Roland Waddilove

Editorial Assistant
Mark Smiddy

Production Editor
Peter Glover

Reviews Coordinator
Pam Turnbull

Promotions Editor
Chris Payne

Advertising Sales
John Snowden
Peter Babbage

Published by Database Publications Ltd
Europa House, 68 Chester Road, Hazel Grove, Stockport SK7 5NY.

Telephone: 061-456 8835 (Editorial) 061-456 8383 (Administration) 061-456 8500 (Advertising)

Subscriptions: 061-480 0171. Telecom Gold Mailbox: 72:MAG001. Prestel: 614568383
Telex: 265871 MONREF G. Quoting Ref. 72:MAG001

ABC 37,575 January-June 1986

News trade distribution:
Diamond-Europress Sales and Distribution,
Unit 1, Burgess Road, Ivyhouse Lane,
Hastings, East Sussex TN35 4NR. Tel:
0424 430422

Printed by Carlisle Web Offset.
Electron User is an independent publication. Acorn Computers Ltd, manufacturers of the Electron, are not responsible for any of the articles in this issue or for any of the opinions expressed.

Electron User welcomes program listings and articles for publication. Material should be typed or computer-printed, and preferably double-spaced. Program listings should be accompanied by cassette tape or disc. Please enclose a stamped, self-addressed envelope, otherwise the return of material cannot be guaranteed. Contributions accepted for publication will be on an all-rights basis.

Subscription rates for 12 issues, post free:

£15 UK
£23 Europe & Eire
£38 Overseas

ISSN 0952-3057

© 1987 Database Publications Ltd. No material may be reproduced in whole or in part without written permission. While every care is taken, the publishers cannot be held legally responsible for any errors in articles or listings.



The company responsible for marketing and distribution of Advanced Computer Products

VIEW CARTRIDGE . . . the Acornsoft word processor for the Electron and Plus 1. Inc. full documentation. £14.95
VIEWSHEET CARTRIDGE . . . the Acornsoft spreadsheet for the Electron and Plus 1. Inc. full documentation. £14.95
VIEW & VIEWSHEET . . . both products as above *special price*. £22.00
LISP CARTRIDGE . . . the Acornsoft language cartridge for the Electron and Plus 1. £9.99
LOGO CARTRIDGE . . . Acornsoft Logo is a full implementation of the Logo language which is widely used in schools. Package includes three manuals and cassette of extensions (Electron & Plus 1). £29.95
PASCAL CARTRIDGE . . . Acornsoft ISO Pascal is a full implementation of the International Standard version of the Pascal language. Package includes two manuals, reference card and function key card. (Electron & Plus 1). £29.95

ELECTRON ADVANCED USER GUIDE . . . further reading and information for the Electron user. £3.95
ELECTRON ASSEMBLY LANGUAGE . . . book by Bruce Smith containing many examples of how to program in assembler. £2.95
 Software on disc for the above 3.5" ADFS £3.50 - 5.25" DFS £2.50

DISCS
 3.5" 10 in plastic library box - ideal for Plus 3 users £24.00
 5.25" 10 dble/sided dble/dens. £12.99
 5.25" 10 sing/sided sing/dens. £8.99

DISC DRIVES
 Cumana 5.25" dbl/sided 40/80 track, switchable, inc. psu. £149.00
 Cumana 5.25" sing/sided 40 track, inc. psu. £129.00
 Cumana 3.5" dbl/sided 80 track, inc. psu. £129.00
 PRES special 3.5" sing/sided 80 track, inc. psu. *ONLY* £59+VAT. (£67.85)

ADVANCED PLUS 1 . . . The plus 1 is the main expansion for the Electron. It provides the Centronics parallel printer, printer port, joystick interface and 2 cartridge slots into which go ROM cartridges including View, Viewsheets, Pascal, Logo and our own popular AP4 disc upgrade. £49.95

ACCESSORIES
 Plus 3 2nd drive adaptor. £7.95
 Compact 2nd drive adaptor. £14.95
 3.5" Library box (holds 10 discs). £2.95

COMING SOON
ADVANCED PLUS 6 . . . an internal ROM/RAM upgrade for the Advanced Plus 1. Will allow 6 ROMs or 4 ROMs and 2 RAMs to be fitted. Battery backed RAM upgrade also planned.
HYBRID'S MUSIC 5000 . . . as widely used on the BBC computers has been fully versioned for the Electron & Plus 5.

PRICE BREAKTHROUGH

THE ADVANCED PLUS 3

Now you can turn your Electron (& +1) into a full disc system - no more waiting for tape loading or 'bad block'/'data ?' messages.

A.P.3. gives you . . .

1. A 1770 interface
2. 80 track 3.5" disc drive (320k capacity)
3. Separate PSU
4. Acorn ADFS
5. Welcome disc
6. Utilities
7. Full documentation

All the advantages of the original Plus 3 PLUS extra ROM socket and possible upgrade to A.P.4. from ACP.

All this without dramatically increasing the required desk space!

EXTRA BONUS

3 games on disc - SNAPPER - DRAUGHTS - REVERSI

COMPLETE PACKAGE ONLY £99+VAT (£113.85)

SPECIAL PACKAGE of Advanced Plus 1 & A.P.3. £149.95 inc.

NEW PRODUCT

ADFS VERSION 1.1 FOR THE ELECTRON

Suitable for existing Plus 3 or A.P.4 users. This new version has the software fixes for Zysyshep, write protect disable & compaction. Also Winchester code has been replaced with 'patches' for future enhancements! 16k ROM & full documentation. £19.95+VAT (£22.55)

Please send order to:-
 P.A.E.S. LTD.,
 5 Ava House, High Street,
 CHOBHAM, Surrey, England.
 GU24 8LZ. Tel: 0276 72046
 (Mail order only)
 All our prices include
 UK delivery & VAT



(in event of any query-
 please include your tel. no.)

	Product	Qty	@	Total
Name				
Address				
.....				
.....				
Postcode				
Tel:	I enclose payment for £			
Credit Card No.	Exp date (Ref E101)			

electron user NEWS

New lines will be revealed at show

EXHIBITORS have begun revealing the new products and bargain offers they will be bringing to the Electron & BBC Micro User Show in London.

The show takes place at the New Horticultural Hall, Westminster, from November 13 to 15.

Slogger is launching a new disc interface for the Electron which has a standard Acorn DFS. This means that Electron owners can now type ahead, without waiting for their disc drive to stop before using the micro.

It costs £75.95 – £199 including disc drive – and will be available at a special discount to show visitors.

Home & Business is offering a special discount of 25 per cent off the regular prices of its monitors.

Link to Ceefax service coming

LOCKED in a bedroom away from his wife, two children and a noisy dog, physicist John Wike has been labouring in the early hours of the morning to perfect a Mode 7 adaptor for the Electron.

Six months of development work, which had to be done after a hard day at the Velindre hospital in Cardiff, has finally paid off.

The adaptor is now on the market and works perfectly – but improvements to the original idea are still underway.

John bought his Electron three years ago with the idea of developing new products for what he considers to be an excellent micro.

"The project was started after friends kept pestering me to make a Mode 7 adaptor

for them", he said.

"Even though it's now up and running I won't be completely satisfied until its full potential has been realised".

The add-on currently gives full colour viewdata type text and graphics compatible with Prestel and Micronet services. However, John eventually

intends that it should enable Electron users to access the Ceefax and Oracle information services, as can be done on the BBC Micro.

He told *Electron User*: "I am still having to perfect the system at night after work but it will only be a matter of weeks before the upgrade is ready".

FINANCIAL SOFTWARE

A BATCH of new finance and calculation software has been released for the Electron by WL Computer Services on the Room 7 label.

Easy Banker, says WL (051-426 9660), handles up to 20 accounts and 1,000 transactions per 40-track disc and can deal with regular income

and expenditure and standing orders on a monthly or weekly basis. Price £8.50.

All-in-rate Calculator works out costs to employ including "gang" rates, price £15, while Electronic Price Book, at £45, allows operators to control and store their own personal price.

A Dutch treat for Electron fans

ELECTRONICS manufacturer Slogger has snubbed the prestigious PCW show in favour of the Electron & BBC Micro User Show and a one-day event in Holland.

Barry Johnson, sales manager of Slogger said: "The Electron & BBC Micro User Show and the Dutch event are far more important to our company".

The show in Holland – known as the Annual Day – is run entirely by Electron users

and has grown in size over the past five years to become one of the most important events in the computing calendar. It attracts thousands of visitors from all over Europe.

From its early beginnings it has reached the stage where organisers are already looking for larger premises to cater for the ever increasing number of visitors.

Holland has the biggest Electron user base outside of

the UK and accounts for over £100,000 in sales each year for Slogger.

"Our Dutch customers are very loyal to us and we feel it our duty to support the event. In one day we sell more than we could in three days at the PCW show", said Barry.

Even though Holland is a big customer for Slogger the Dutch won't be the first to see the company's new products which are going to be launched at the pre-Christ-

mas Electron & BBC Micro User Show at the New Horticultural Hall in London, November 13-15.

Electron owners are being catered for with a new disc interface which has a standard Acorn DFS.

For the first time on the Electron there is a type-ahead facility which means that the operator doesn't have to wait for the disc drive to finish before being able to use the computer.



Electron buff is 87

THE hunt for Britain's oldest Electron user could be over.

Compared to London resident Alan Smith, the previous contenders – 73-year-old Ron Panting and 78-year-old Allan Stevens – are mere boys.

For Alan was born in 1900, when Queen Victoria still reigned, the Boer War was raging in South Africa, and one third of the world map was coloured British Empire pink.

Long afterwards, he was nearing the end of his career when computers first began to be used in industry. "The company for which I worked was in the van of that development", he told *Electron User*. "But it differed from almost every other firm in the uses to which computers were put.

"Most companies regarded them as adjuncts to the accountancy system,

but my firm felt they were better employed on problems related to construction, production, research and the like. It was only when they became more reliable that they were used for accounting records".

Alan's Electron came from the first batch to reach the shops. "My sole purpose in buying it was to establish whether or not 20 years of retirement had left me an intellectual cabbage," he said.

Having reassured himself on that point he set about extending the system. It now comprises Electron, Plus 1, Plus 3 and second processor.

"Like Allan Stevens I have no interest in games", he said. "My interests lie in word processing with View and the many ramifications of graphics, for which the Electron is ideal".

Schools in stitches

SCHOOLS and colleges have been rushing to buy Knitwear Designer, the program that allows users to create stylish sweaters on the Electron.

Teachers have recognised the program's potential value within the home economics syllabus – particularly for the new GCSE examination.

Education establishments from Glasgow to Plymouth began the new school year by familiarising themselves with the software, which costs £8.95 on tape and £9.95 on disc.

Typical of schools using

Knitwear Designer is Kitwood Girls School in Boston, Lincs.

Head of home economics Margaret Barsley said: "The program will help our girls design and produce their own garments – drafting individual patterns to their own sizes – and prepare them for the GCSE textiles exam".

Christine Carter, head of the textile department at Thomas Lord Audley School, Colchester, said: "I'm looking forward to fitting Knitwear Designer into the GCSE home economics programme for our fourth and fifth years".

THE
GALLUP
CHART

TOP 10

ELECTRON SOFTWARE

THIS MONTH	LAST MONTH	TITLE (Software House)	PRICE
1	1	AROUND THE WORLD IN 40 SCREENS <i>Superior</i>	6.95
2	4	SUPERIOR COLLECTION VOL 2 <i>Superior</i>	9.95
3	2	PAPERBOY <i>Elite</i>	9.95
4	3	FOUR GREAT GAMES <i>Micro Value</i>	3.99
5	5	CODENAME DROID <i>Superior</i>	9.95
6	7	STRYKER'S RUN <i>Superior</i>	9.95
7	•	SOCCER BOSS <i>Alternative</i>	1.99
8	•	CRAZEE RIDER <i>Superior</i>	9.95
9	6	FIVE STAR GAMES 2 <i>Beau Jolly</i>	9.95
10	9	OLYMPIC SPECTACULAR <i>Alternative</i>	1.99

Compiled by Gallup/Microscope

New entries this month are from Alternative and Superior with Soccer Boss and Crazee Rider. Last month's new entry, Stryker's Run, is moving slowly upwards, while Around the World in 40 Screens keeps the number one position.

ACORN^{SOFT} ELECTRON BONANZA

AMAZING OFFERS

VIEW ROM

(Word Processor) £29.95 ~~£14.95~~

VIEW SHEET ROM

(Spreadsheet) £29.95 ~~£14.95~~

ACORN PLUS 1

now in stock £59.95 ~~£49.95~~

SCOOP PURCHASE!
ACORN ELECTRON POWER SUPPLY ONLY £9.95

SCOOP PURCHASE!

ELECTRON

COMPUTERS IN

STOCK NOW

Power Supply Included

3 months warranty

£59.95

CUMANA

DISC DRIVE

INTERFACE

Only

£64.95

SAVE £££'s ELECTRON PACKS

PACKAGE 1

PLUS 1

VIEW

VIEW SHEET

£49.95

£14.95

£14.95

£79.85

OFFER

PRICE

£69.95

PACKAGE 2

ELECTRON

COMPUTER

PLUS 1

VIEW ROM

£59.95

£49.95

£14.95

£124.85

OFFER

PRICE

£99.95

PRIMARY EDUCATION

Sentence Sequence	£6.99
Word Sequence	£6.99
Snapper	£6.99
Boxer	£6.99
Talk Back	£6.99
Workshop	£6.99
Chess	£6.99

HOME INTEREST BUSINESS

Business Games	£6.99
Desk Diary	£6.99
Graphs & Charts	£6.99
Theatre Quiz	£14.95
Watch Your Weight	£6.99
The Complete Cocktail Maker	£6.99
Go	£6.99

VOLTMACE TWIN JOYSTICKS

for use with Plus
One or BBC
Normally ~~£19.95~~
Now only £14.95

Big Value Compilations

Beau Jolly Five Star Games
Computer Hits 1, 2, & 3
Acornsoft Hits I & II
Superior Collection Vol III
Cass
Usually ~~£9.95~~ Now Only £7.95

● ANY FIVE FOR ONLY £7.95

MICROPOWER GAMES

Felix in the Factory	£7.95
Croaker	£7.95
Bumble Bee	£7.95
Gauntlet	£7.95
Killer Gorilla	£7.95
Rubble Trouble	£7.95
Electron Invaders	£7.95
Felix Fruit Monsters	£7.95
Chess	£7.95
Danger UXB	£7.95
Frenzy	£7.95
Felix meets the	
Evil Weevils	£6.95
Classic Adventures	£7.95

Stock Car	£6.95
Swoop	£7.95
Jetpower Jack	£7.95
Cybertron Mission	£7.95
Galactic Commander	£7.95
Moonrader	£7.95
Bandits at 3 O'clock	£6.95
Adventure	£7.95
Swag	£6.95
Escape from Moon Base	£7.95
Ghouls	£7.95
The Mine	£7.95
Gyroscope	£7.95
Dennis through the	
Drinking Glass	£7.95

● ANY FIVE FOR ONLY £7.95

NEW GAMES

Codename Droid*

Strykers Run

Crazee Rider*

Palace of Magic*

£9.95 £7.59!

£14.95 £11.59!

* Available on 3.5" disc

ROM CARTRIDGES

Logo Cartridge

~~£59.95~~ £29.95

ISO Pascal Cartridge

~~£59.95~~ £29.95

USP Cartridge

~~£29.95~~ £9.95

Ekman ROM

~~£19.95~~ £15.95

EDUCATION SPECIALS

Linkword Spanish	£14.95	Maths 'O' Level II	£12.65
Linkword Italian	£14.95	Where?	£6.95
I DO	£12.65	Biology	£12.65
Maths 'O' Level I	£12.65	English	£12.65

BBC & ELECTRON AVAILABLE
ANY TWO FOR £3.95

Free Mystery Gift

With every order when you
send to Dept EN

ELECTRON LANGUAGES

Usp Cassette	£9.95 £2.95
Turtle Graphics Cassette	£9.95 £2.95
Forth Cassette	£7.95 £2.50

Electron Games Cartridges!!

Plus 1 Compatible

3 Games on one cartridge were £19.95 each

Games Cartridge I contains:

Stockcar, Cybertron Mission, Bumble Bee £14.95

Games Cartridge II

Killer Gorilla, The Mine, Positron £14.95

Games Cartridge III

Felix in the Factory, Invaders, Chess £14.95

Joystick Interface & Software only £14.95

Joystick (Quickshot II with micro-switch) only £12.95

Elite £11.95 £9.95

Plus 3 Games Disc £19.95 £9.95

Superior Collection Vol III (plus 3 disc) £14.95 £11.95

Magic Mushrooms £12.95 £2.95

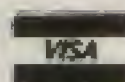
Me and My Micro Book £2.95 £1.00

Advanced User Guide £9.95 £2.95

Name _____

Address _____

EN



SOFTWARE BARGAINS

A division of The Micropower Group

Dept EN, 8.8A Regent Street, Chapel Allerton, Leeds LS7 4PE

Tel: 0532-687735

Ansaphone out of hours

Please make cheques/P.O.'s payable to Software Bargains & add 95p P&P

Making your pulse race

THIS month it's time to finish off the *Electron User* buggy by looking at the software that we need to drive it.

The buggy's motors are driven by a series of pulses, giving some degree of control over its speed. To generate these pulses, we're going to use one of the timers provided by the 6522 VIA in the Plus 5.

This is called timer one, and among its other functions, it can be programmed to provide a square wave of variable frequency and mark/space ratio on the PB7 output under interrupt control.

This simply means that pulses are provided without us having to do anything except carry out a few pokes to set up the timer.

After each pulse is generated, an interrupt signal from the 6522 VIA causes the the 6502 processor in the Electron to leave whatever it's doing, run a separate machine code routine and then resume its original job.

In this particular application, the machine code program simply loads the timer's registers with the duration, in microseconds, of the next pulse. To go into detail about the VIA timers would easily fill the rest of this magazine, so we'll leave that for a future issue.

Figure 1 shows the connections we need to make between the buggy and the interface terminal box.

Program 1 is a procedure suitable for driving the motors, specifically written for an ACP Plus 5. For a different user port, the addresses of the VIA registers may need to be changed.

The values placed in *hightime* and *lowtime*

should be experimented with to get an appropriate speed. The larger the value in *hightime*, or the lower the value in *lowtime*, the higher the speed at which the motors will rotate.

These values control what is known as the mark/space ratio of a square wave, illustrated by Figure 2. The mark is the period of time the output spends at five volts, two microseconds in this case, and the space the time it spends at zero volts.

In the case of the buggy, the longer the motor remains on (the longer the mark) the faster it will revolve.

At very low speeds, the motors won't start up

reliably, simply because they're not switched on for long enough.

Program 1 should be called during initialisation and the machine code that it produces used by the move procedure - Program 2, which is called in the following fashion:

```
200 PROCmove(left,right,time)
```

where *left* and *right* indicate the direction the motors are to run in, and *time* indicates the length of time you want the motors to be on.

On the prototype, the motors were wired so that a logic zero signal to the direction input would cause the motors to pull the buggy

forward and a logic one applied to the direction lines would cause the motors to run backwards.

The following three commands move the buggy forward, right and left respectively:

```
PROCmove(0,0,time)
PROCmove(0,1,time)
PROCmove(1,0,time)
```

So, to run the buggy forward for about five seconds type:

```
PROCmove(0,0,500)
```

The timing cannot be calculated exactly because the interrupts cause the variable TIME to be updated

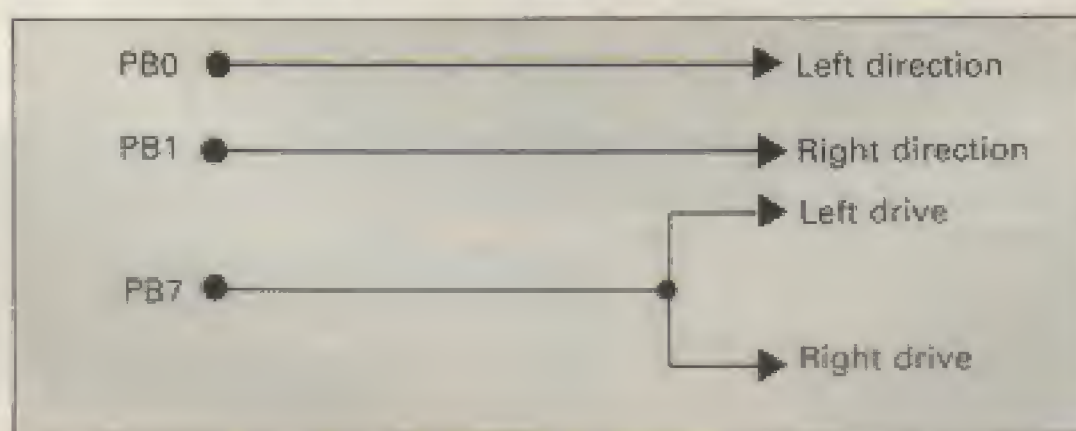


Figure 1: Connections between the buggy and interface terminal box

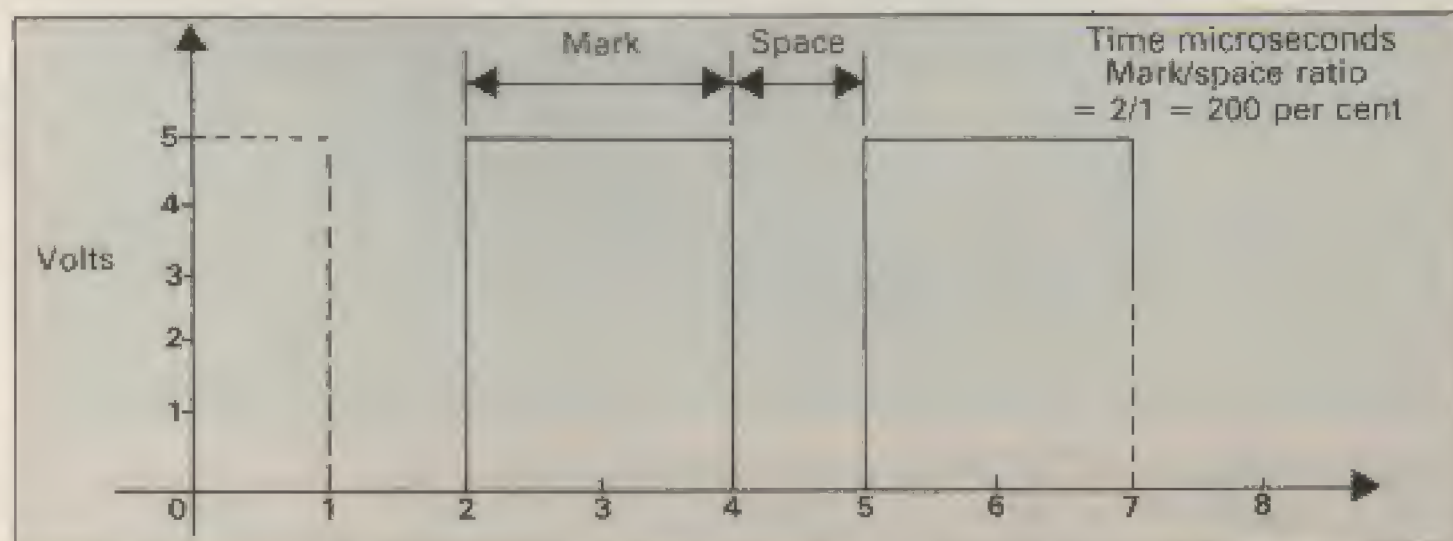


Figure 2: Illustrating the mark/space ratio of a square wave

Hardware Projects

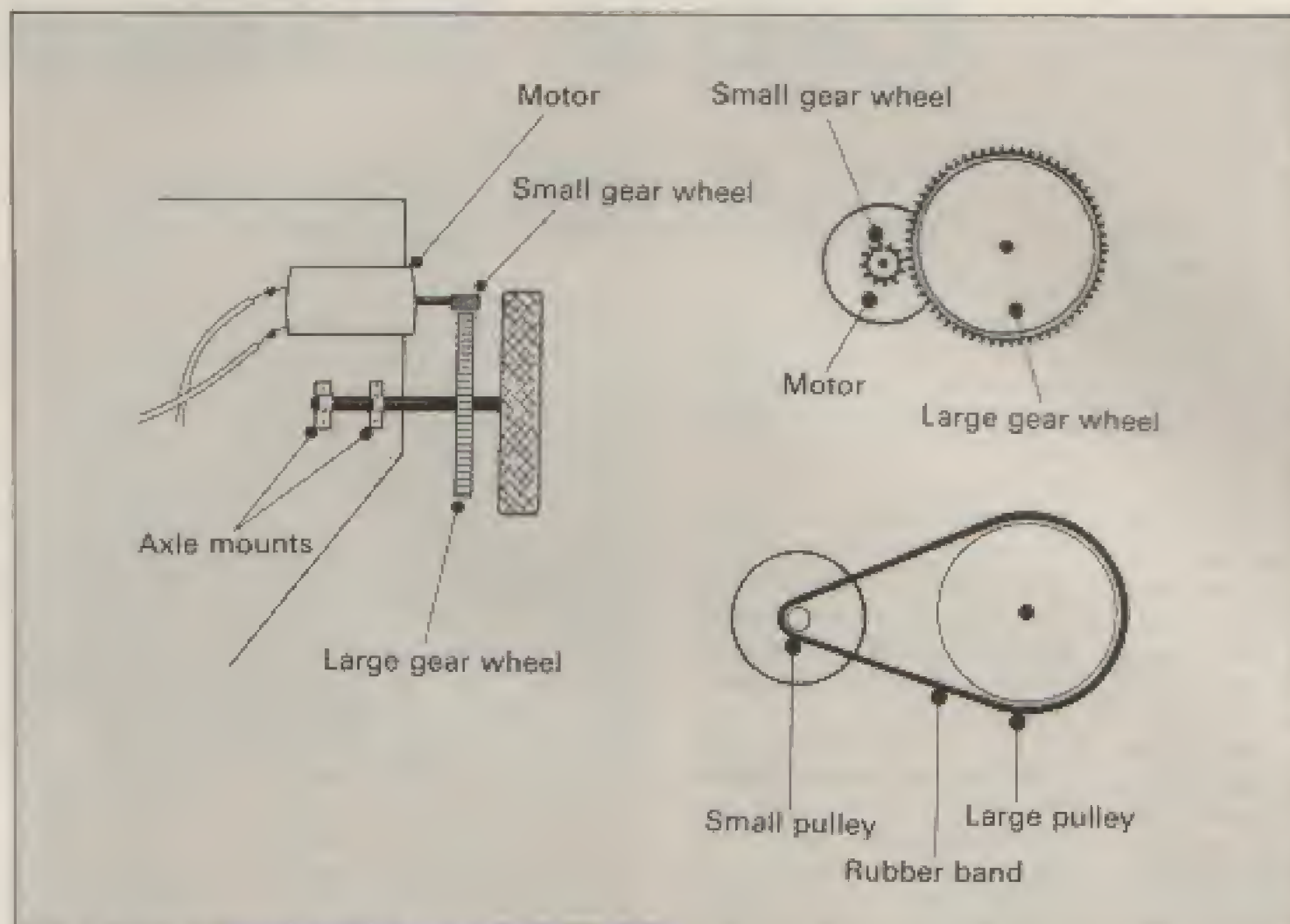


Figure III: Alternative methods for driving the wheels

slightly less frequently than it should be. Thus, the actual time the motors will rotate for will be more than five seconds.

The faster the motors run, the slower TIME will be updated. A little trial and error will be required while working out how much adjustment the time parameters need. Once this is known, a function can be

written to calculate motor on time for a given motor speed.

To give the buggy more traction, thus allowing it to run on different surfaces and even up slight slopes, try gearing the motors down as shown in Figure III.

Each rotation of the motor shaft gives only a small rotation of the wheel, so the motors run more quickly,

The gears can be from an old toy car or Technical Lego, but the same gear ratio must be used on each wheel.

The small gear is driven by the motor and meshes with the large gear which drives the driving wheel. However, it may be necessary to modify the chassis to accommodate the gearing. As an alternative to gears, a

thick rubber band and a couple of vee pulleys will do just as well.

Finally, you might like to use the analogue port on the Plus 1 and add a light sensor or a collision detecting microswitch. We looked at how to interface such devices to the Plus 1 earlier in this series, between January and June 1987.

Well, that's it for the buggy. It's something to experiment with and develop a variety of programs for.

● *Next time it's back to the Plus 1 with some software to draw graphs based on readings from the analogue port – useful for school science labs and good fun.*

```

1000 DEFPROCassemble
1010 ?&FCB2=255
1020 T1CL=&FCB4
1030 T1CH=&FCB5
1040 T1LL=&FCB6
1050 T1LH=&FCB7
1060 ACR=&FCB8
1070 IR=&FCB9
1080 IER=&FCBE
1090 flag=&70
1100 lowtime=&71
1110 hightime=&73
1120 DIM code% 200
1130 FOR pass=0 TO 2 STEP 2
1140   P% = code%
1150   [OPT pass
1160   .interrupt
1170   PHA
1180   LDA T1CL
1190   LDA #0
1200   CMP &70
1210   BEQ low
1220   LDA #0
1230   STA &70
1240   LDA hightime
1250   STA T1LH
1260   STA T1LL
1270   PLA
1280   CLI
1290   RTI
1300   .low
1310   LDA #1
1320   STA &70
1330   LDA lowtime
1340   STA T1LL
1350   STA T1LH
1360   PLA
1370   CLI
1380   RTI
1390   .start
1400   LDA #0C0
1410   STA ACR
1420   LDA #B3c
1430   STA IER
1440   LDA #BC0
1450   STA IER
1460   LDA #interrupt N00 256
1470   STA &206
1480   LDA #interrupt DIV 256
1490   STA &207
1500   LDA #0:STA &70
1510   STA T1CL
1520   LDA &73:STA T1LL
1530   STA T1LH
1540   RTS
1550   .off
1560   SET
1570   LDA #0:STA ACR
1580   LDA#0:STA &FCB8
1590   CLI
1600   RTS
1610 ]
1620 NEXT
1630 ENDPROC

```

Program I

```

2000 DEFPROCmove(left,right
,duration)
2010 byte=0
2020 IF left=1 byte=byte+1
2030 IF right=1 byte=byte+2
2040 ?&FCB0=byte
2050 CALL start
2060 TIME=0
2070 REPEAT
2080 UNTIL TIME>duration
2090 CALL off
2100 ENDPROC

```

Program II

ONE of the advantages the BBC Master claims to have over the Electron is its ability to hold two different screens in memory at the same time, one in shadow ram and one in normal ram.

This isn't true however, as we'll see and the Electron is just as capable of handling dual screens as the Master.

The Master also has a range of commands allowing you to write or draw to either screen, whether it's being displayed or not, and to switch instantly between the two.

This lends itself to extremely smooth animation where one screen is being altered while the other is being displayed, and rapidly switching between the two.

Unfortunately, the memory needed to store two Mode 1 screens is 40k, substantially more ram than the standard Electron possesses. Two Mode 4 or 5 screens would only take up about 20k, exactly the same as one Mode 1 screen, so there is ample room to fit them into the available ram.

In fact it turns out that emulating the dual screens of the Master is well within the capabilities of the Electron, as long as only Modes 4, 5 and 6 are used. To achieve the dual screen mode we need three things:

- The memory to store the extra screen.

- A method of displaying either screen.

- A method of writing to either screen.

Looking at how the Electron's memory is divided in Figure 1, the most obvious

MODE	&FE03	&FE02
0/1/2	&18	&00
3/4/5	&2C	&00
6	&30	&00

Table 1: The contents of the screen start register

MODE	&34E and &351
0,1,2	&30
3	&40
4,5	&58
6	&60

Table 2: The screen start address

place to put the extra screen is under the memory taken by the normal screen so it occupies addresses &3000 to &57FF. The memory map will then look like Figure 2.

Screen one is the original Mode 4 screen, since it was there first. The extra screen will become screen zero as it's been placed lower down in the Electron's memory map.

The operating system keeps a note of the memory location at which the currently displayed screen starts. This value is changed when the screen is scrolled, but is always the same just after a CLS or mode change. The value of the screen start address is kept in locations &FE02 and &FE03.

From this, it can be deduced that by poking the appropriate values shown in Table 1, into &FE02 and &FE03, the operating system can be fooled into displaying another area of memory as though it were screen zero.

The way the screen start address is stored is a little strange, it's divided by two, the high byte being stored in &FE02 and the low byte in &FE03.

Since the contents of &FE02 remain constant it is only necessary to poke &30/2 into &FE03 to fool the operating system into displaying screen zero. In Basic this gives the surprisingly simple three line procedure PROCdispscr(T%) in Program 1, lines 1000-1020.

The operating system also keeps track of where in memory to send all VDU commands. This time only the high byte of the screen start address is stored - in two locations, &34E and &351.

The values held for each

mode are shown in Table 2. It is only necessary to poke in the appropriate value, &30 to redirect the VDU drivers to screen zero, and &58 to send them to screen one.

The five line procedure PROCaltscr(T%), lines 1100 to 1140 in Program 1 shows the slightly more complex routine that this produces. The VDU 13 lets the operating system know that the screen has been moved.

The new dual screen mode is now nearly ready to be used, however a few extra factors have to be borne in mind. First, before screen zero can be used the memory it will occupy, from &3000 to &57FF has to be cleared and protected.

This is achieved with the following Basic line placed at the start of the program:

```
30 MODE1:MODE4:HIMEM=&3000
```

While the operating system is being very accommodating in letting us fiddle with it, at the moment if hardware scrolling occurs - for instance when listing a program - the operating system will become confused and parts of screens

zero and one will be displayed.

This can be overcome by defining a text window and making the Electron software scroll instead.

Bringing all this together, can achieve quite satisfying effects such as those demonstrated by Programs I-V. Program I is a demonstration showing how quickly the operating system can switch between two screens.

Despite a fair bit of graphics information, pressing the S key will switch between the two screens instantly.

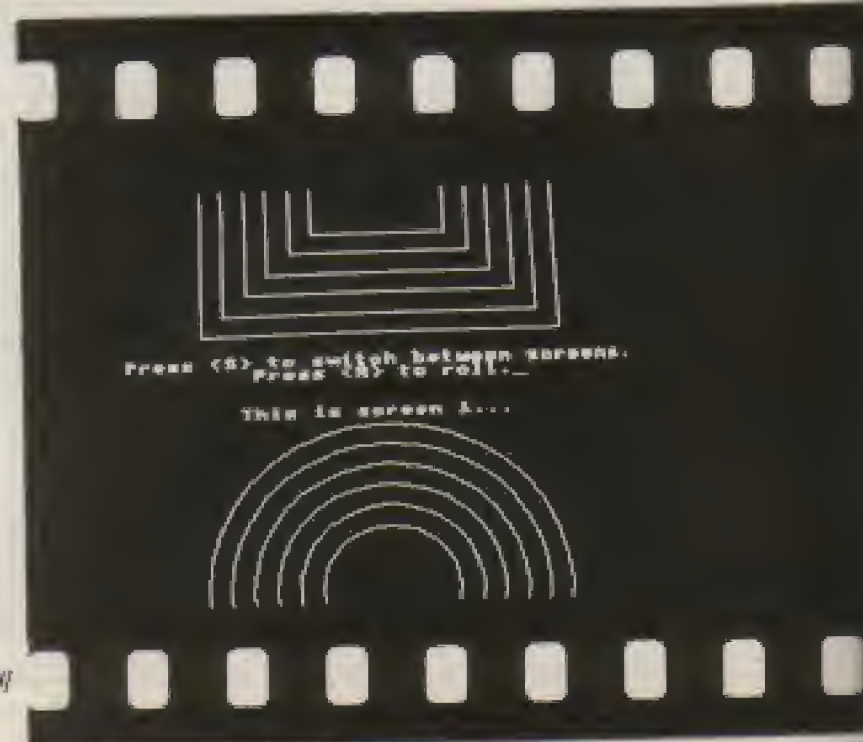
To prove that the two screens are present in memory at the same time, pressing R will roll the display between the two.

Programs II and III give practical demonstrations of animation, with a smoothly bouncing ball and a smoothly rotating square respectively.

While similar effects can be achieved with palette switching, this would involve using a multicolour mode. Modes 1 and 2, are rather slow and Mode 5

Extra screens

CARL BATEMAN demonstrates dual screen animation techniques



A Mode 4 screen scroll in action

Programming

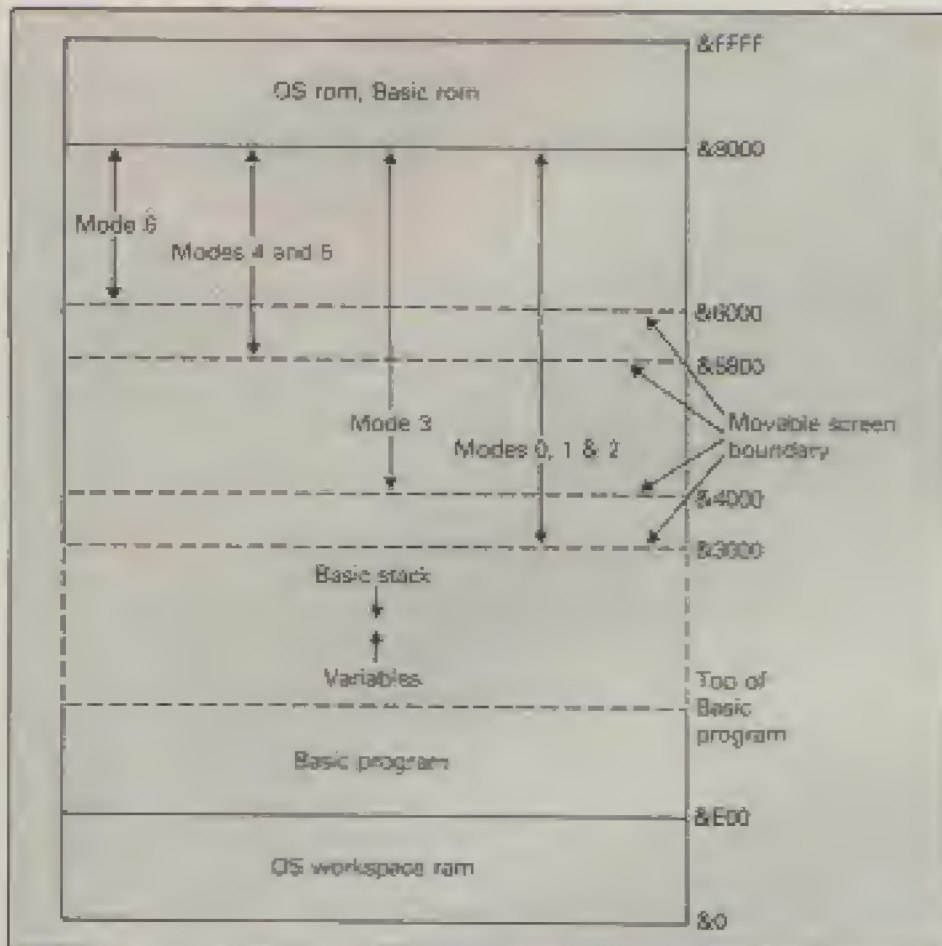


Figure 1: Standard memory map

tends to give a rather coarse effect.

Although Mode 4 has been used for these demonstrations, Mode 5 could be used just as easily.

Mode 6 can benefit from dual screens, too, though without the benefit of graphics. These are the changes to procedures:

```
1000 DEF PROCdispscr(TX)
1010 ?&FE03=&20+&10*TX
1030 ENDPROC
```

```
1100 DEF PROCaltscr(TX)
1110 ?&34E=&40+&20*TX
1120 ?&351=&40+&20*TX
1130 ENDPROC
```

Finally, two rather interesting though more limited applications of changing the screen start address register by direct poking are sideways hardware scrolling and a rather unique machine memory monitor.

Program IV demonstrates that by incrementing the screen start address it is possible to achieve limited sideways scrolling.

Unfortunately, 64 is the smallest change in the start address that the operating system will notice, so the effect is quite jerky.

This scroll will work in any program although the best

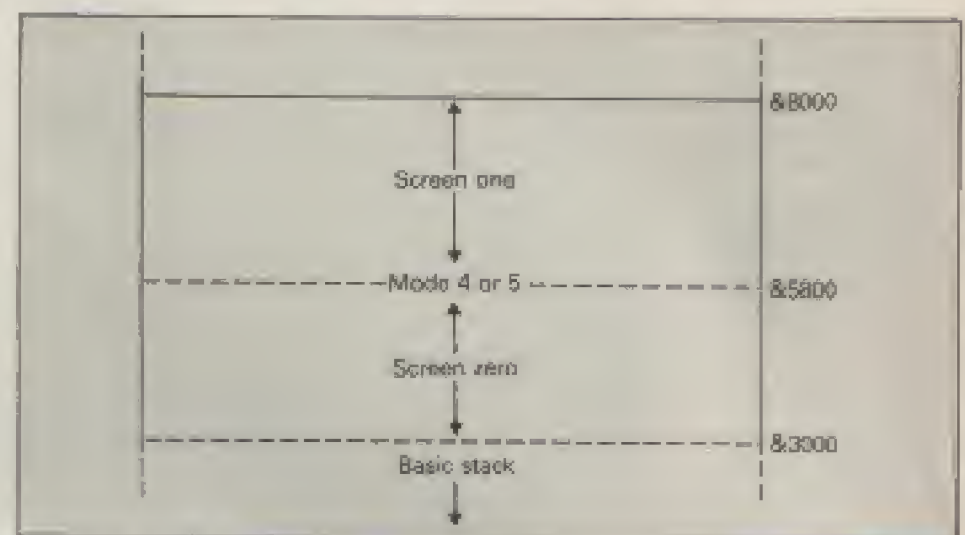


Figure 2: Modified memory map

effect is achieved in Mode 0. The screen also tends to roll up or down, so any programs using this technique need to take account of this.

This happens when the screen start address has been increased by the total number of bytes used for a whole line.

In Modes 0, 1, 2, and 3 this is after each increase of &280 bytes, or 10 sideways moves, while in Modes 4, 5, and 6 it's &140 bytes, or five moves.

This could be overcome by simply resetting the screen start to its correct value after a certain number of moves.

The lowest value that can be poked into &FE02 is four and as you might expect, the operating system dutifully displays &800 onwards as screen memory.

As you may already know only the memory between &3000 and &7FFF is intended mainly for high resolution screen use, all the

remaining ram having a variety of other uses. For instance the area extending down from the bottom of the screen memory is used for the Basic stack.

Basic programs themselves on a cassette based system usually start from &E00, although this will change, if for example, the character font is exploded or the ADFS is in use.

Basic variables are kept in the ram extending from LOMEM (which is usually equal to the top of Basic program pointer TOP) up to the bottom of the Basic stack.

Other interesting areas of ram are from &800 to &8FF which is used as sound workspace and the default printer buffer. Function key definitions are stored from &B00 to &BFF and character definitions between &C00 and &CFF.

Turn to Page 12 ►



Press (S) to switch between screens.
Press (A) to roll...

This is screen 1...



Press (S) to switch between screens.
Press (A) to roll...

This is screen 1...



Press (S) to switch between screens.
Press (A) to roll...

Programming

◀ From Page 11

Program V selects Mode 0, sets the screen start address to &800, and defines a text window so that you can see what you're typing in.

All that garbage at the top of the screen is the Electron's ram from &800 onwards.

For a more graphic demonstration, save the program and enter NEW. Now dimension an array with:

```
DIM A(100)
```

and part of the garbage should disappear, this is Program V being erased from memory. Typing in NEW resets Basic's variable

TOP to PAGE+2.

When you DIM the array to reserve memory, the first available ram at LOMEM is used, in this case from PAGE+2 upward, erasing the program in the process.

Any attempt to retrieve it with OLD, will result in the error message "Bad program".

Enter NEW again, and

type in a few lines of program, as you do so you can see it growing in memory.

Defining characters, function keys, envelopes, and running a few programs with nested loops or even recursion, cause some very interesting effects to appear. Don't use a Mode command though or the screen will be reset to normal. ■

Program I

```
10 REM Program I
20 REM Dual Screens
30 MODE1:MODE4:HIMEM=&3000
40 VDU28,0,31,39,0
50 $S="Press <S> to switch
  between screens."
60 $R="Press <R> to roll."
70 PRINTTAB(10,2)"This is s
  creen 1..."
80 PRINTTAB(2,30);$S:PRINTT
  AB(11);$R;
90 FORRX=150 TO 400 STEP 50
100 PROCcircle(RX)
110 NEXT
120 PROCdispscr(0)
130 PROCaltscr(0)
140 PRINTTAB(9,2)"and this i
  s screen 0!!"
150 PRINTTAB(2,30);$S:PRINTT
  AB(11);$R;
160 FORWX=150 TO 400 STEP 50
170 PROCbox(WX)
180 NEXT
190 SX=1
200 REPEAT
210 AS=GET$
220 IF AS="S" THEN PROCdisps
  cr(SX)
230 IF AS="R" THEN PROCroll(
  SX)
240 SX=(SX+1)MOD2
250 UNTIL FALSE
260 :
1000 DEF PROCdispscr(TX)
1010 ?&FE03=&18+&14*TX
1020 ENDPROC
1030 :
1100 DEF PROCaltscr(TX)
1110 ?&351=&30+&28*TX
1120 ?&34E=&30+&28*TX
1130 VDU13
1140 ENDPROC
1150 :
1200 DEF PROCcircle(RX)
1210 LOCAL X,Y,S,C
1220 X=RX:Y=0
1230 S=SINRAD10:C=COSRAD10
1240 MOVE X+640,Y+512
1250 FOR AX=1 TO 36
1260 T=Y
1270 Y=Y+C-X*S
1280 X=T+S+X*C
1290 DRAW X+640,Y+512
1300 NEXT
1310 ENDPROC
1320 :
1400 DEF PROCbox(WX)
1410 MOVE 640+WX,512+WX
```

```
1420 DRAW 640+WX,512+WX
1430 DRAW 640+WX,512-WX
1440 DRAW 640+WX,512-WX
1450 DRAW 640+WX,512+WX
1460 ENDPROC
1470 :
1500 DEF PROCroll(SX)
1510 IF SX=0 AX=&5800 ELSE AX
  =&3000
1520 IF SX=0 THEN CX=-320 EL
  S CX=320
1530 FORIX=0 TO 31
1540 AX=AX+CX
1550 *FX19
1560 ?&FE03=AX DIV 512
1570 ?&FE02=(AX MOD 512) DIV
  2
1580 NEXT
1590 ENDPROC
```

Program II

```
10 REM Program II
20 REM Bouncing ball
30 MODE1:MODE4:HIMEM=&3000
40 VDU28,0,31,39,0
50 VDU23,255,&1807;&4020;&8
  040;&8080;
60 VDU23,254,&18E0;&80204;&8
  302;&80303;
70 VDU23,253,&8080;&84080;&8
  040;&8071F;
80 VDU23,252,&80707;&81E0F;&8
  CAE;&8E0F8;
90 VDU5
100 AS=CHR$(255)+CHR$(254)+C
  HR$(0)+CHR$(0)+CHR$(10)+CHR$(2
  53)+CHR$(252)
110 YX=1016:XX=RND(26)*36
120 VX=0:OX=YX
130 PX=XX:CX=36
140 REPEAT
150 PROCdispscr(1)
160 PROCaltscr(0)
170 PROCerase
180 PROCmove
190 PROCdispscr(0)
200 PROCaltscr(1)
210 PROCerase
220 PROCmove
230 UNTIL 0
240 :
1000 DEF PROCdispscr(TX)
1010 ?&FE03=&18+&14*TX
1020 ENDPROC
1030 :
1100 DEF PROCaltscr(TX)
1110 ?&351=&30+&28*TX
1120 ?&34E=&30+&28*TX
1130 VDU13
1140 ENDPROC
1150 :
1200 DEF PROCcircle(RX)
1210 LOCAL X,Y,S,C
1220 X=RX:Y=0
1230 S=SINRAD10:C=COSRAD10
1240 MOVE X+640,Y+512
1250 FOR AX=1 TO 36
1260 T=Y
1270 Y=Y+C-X*S
1280 X=T+S+X*C
1290 DRAW X+640,Y+512
1300 NEXT
1310 ENDPROC
1320 :
1400 DEF PROCbox(WX)
1410 MOVE 640+WX,512+WX
```

```
1150 :
1200 DEF PROCmove
1210 IF YX<=60 VX=-VX ELSE VX
  =VX+8
1220 YX=YX-VX
1230 XX=XX+CX
1240 IF XX<=0 OR XX>=1000 THE
  N CX=-CX
1250 MOVE XX,YX
1260 GC0L0,1
1270 PRINT AS
1280 ENDPROC
1290 :
1400 DEF PROCerase
1410 GC0L0,0
1420 MOVE PX,OX
1430 PRINT AS
1440 OX=YX
1450 PX=XX
1460 ENDPROC
```

Program III

```
10 REM Program III
20 REM Spinning square
30 MODE1:MODE4:HIMEM=&3000
40 VDU28,0,31,39,0
50 VDU29,640,512;
60 XX=0:YX=200
70 REPEAT
80 PROCdispscr(1)
90 PROCaltscr(0)
100 PROCerase
110 PROCspin
120 PROCdraw
130 PROCdispscr(0)
140 PROCaltscr(1)
150 PROCerase
160 PROCspin
170 PROCdraw
180 UNTIL 0
190 :
1000 DEF PROCdispscr(TX)
1010 ?&FE03=&18+&14*TX
1020 ENDPROC
1030 :
1100 DEF PROCaltscr(TX)
1110 ?&351=&30+&28*TX
1120 ?&34E=&30+&28*TX
1130 VDU13
1140 ENDPROC
1150 :
1200 DEF PROCsquare(XX,YX)
1210 MOVE XX,YX+200
1220 DRAW -XX,-YX+200
1230 DRAW -XX,YX-200
1240 DRAW XX,-YX-200
1250 DRAW XX,YX+200
1260 ENDPROC
1270 :
```

```
1300 DEF PROCdraw
1310 GC0L0,1
1320 PROCsquare(XX,YXDIV4)
1330 ENDPROC
1340 :
1350 DEF PROCerase
1360 GC0L0,0
1370 PROCsquare(XX,YXDIV4)
1380 ENDPROC
1390 :
1400 DEF PROCspin
1410 UX=XX:VX=YX
1420 XX=XX+YX DIV 8
1430 YX=YX-XX DIV 8
1440 ENDPROC
```

Program IV

```
10 REM Program IV
20 REM Sideways scroll
30 MODE0
40 SX=HIMEM
50 PRINTTAB(15,5)"This is i
  s a simple demo showing sidewa
  ys scrolling."
60 PRINTTAB(19,10)"Use the
  < > keys to move this display.
  ..."
70 FOR XX=0 TO 500 STEP 50
80 MOVE XX+400,50
90 DRAW 900,XX+50
100 NEXT
110 REPEAT
120 A=GET
130 IF A=44 CX=64
140 IF A=46 CX=-64
150 SX=SX+CX
160 IF SX<=HIMEM SX=&8000
170 IF SX>8000 SX=HIMEM
180 TX=SX DIV 2
190 HX=TX DIV 8100
200 LX=TX MOD 8100
210 *FX19
220 ?&FE02=LX
230 ?&FE03=HX
240 UNTIL 0
```

Program V

```
10 REM Program V
20 REM Peeking OS ram
30 MODE 0
40 ?&FE03=4
50 VDU28,0,14,60,0
```

This listing is included in this month's cassette tape offer. See order form on Page 53.



Royal Horticultural Hall
Westminster, London SW1



SEE the first software, hardware and books for the Archimedes from companies like Acornsoft, Clares, Minerva, Computer Concepts, and many others.

BUT THAT'S NOT ALL!

- ★ Hardware and software galore for BBC Micro and Electron owners
- ★ Lots of bargains for the BBC Micro and Electron at rock-bottom prices
- ★ Technical advice from the experts over the whole range of Acorn machines

10am-6pm, Friday November 13
10am-6pm, Saturday November 14
10am-4pm, Sunday November 15

Here's your personal invitation to try out the revolutionary Archimedes for yourself

Be one of the first to play Zarch, the spectacular new game that is the first to make use of the Archimedes' incredible speed to magnificent effect – the four-directional scrolling really has to be seen to be believed!

Come along and meet the author, David Braben, creator of Elite. Try your hand at the game itself . . . and prepare to be amazed!

All this – and much, much more – at the 17th record-breaking Electron & BBC Micro User Show.

Here's just some of the exhibitors who have booked so far:

Advanced Computer Products
Advanced Memory Systems
Amnen
Alan Paster Software
Argus Specialist Publishing
BBC Software
Beebugsoft
Bowthorpe EMP
Cane Electronics
CDG Software
Central Electronics Systems
CJS Micros
Computer Bookshops
Computer Concepts
CPM
Data Press
Database Publications
Dataphone
Direct Disk Supplies
Editing International

Electro Music Research
FSoft Computing
Gultronics
High Level Algorithms
Home & Business
HSV Computer Services
Impact Posters
JB Software
Kansas City Systems
KKS Electronics
LEL Educational Software
Mendmore Distribution
MicroLink
Micro Media Computer Supplies
Miconik 800
Microgriver
Minerva Systems
Miniature Tool Company
Norwich Computer Services
Opus Supplies

Pearce Computers
Permanent Memory Systems
Pinnacle Software
Rams Computers
R & A.J. Preston
Radwood Publishing
Slogger
Solidisk
Superior Software
Technical Advice
Tynesoh
Twilstar Computers
Video Electronics
Viglen
Vine Micros
Waford Electronics
Wight Scientific
Wilverne
Wigmore House
Zontour

Bring this coupon to the show to get 50p per person off the normal admission price of £3 (adults), £2 (children).

**50p
OFF**

10am-6pm, Friday, November 13
10am-6pm, Saturday, November 14
10am-4pm, Sunday, November 15

Royal Horticultural Hall,
Westminster, London SW1



SEDS

THE COMPLETE DISK SYSTEM UPGRADE

Imagine . . . 400K of memory instantly available . . .
Games loaded in seconds . . .
Word Processing files loaded or saved in seconds . . .
BASIC programs loaded or saved in seconds !!!
This is the power of the disk system.

Requiring either the ROMBOX PLUS or the ACORN PLUS 1,
SEDS is comprised of the following:

- * High quality 40/80 switchable double sided 5.25" BBC compatible drive with built in power supply unit.
- * The Slogger Electron Disk Interface (SEDI)
- * The Slogger Electron Disk Filing System (SEDFS).

SEDS ONLY £199.95

SED I

SLOGGER ELECTRON DISK INTERFACE.

This unit fits into the ROMBOX PLUS or ACORN PLUS 1 and provides the signals to control any standard 5.25" or 3.5" inch drive. Supplied complete with SEDFS installed with appropriate documentation.

SED I ONLY £74.95

SOON TO BE AVAILABLE

4 CHANNEL SOUND CARTRIDGE

Now Electron Users can enjoy 4 sound channels

- * Accepts the BBC standard 'sound' commands
- * Complete with demonstration software
- * Built in speaker with volume control
- * Separate outputs for external speaker/headphones and amplifier
- * Does not utilise Electron Memory
- * Simply plug into a cartridge slot*

Available at the end of October. . Price £39.95

FURTHER UNITS:

User port inc Rom Socket.....	£29.95
Eprom Programmer, Rom Software	£34.95
Radio Teleprinter Software (Cassette)	£5.00
Mouse Art Software (Cassette)	£9.99

* Send SAE for further details on any of the above *

PROJECT EXPANSIONS

5 Teal Close, Fareham,
Hampshire, PO16 8HG
Telephone: 0329 221109



SLOGGER

Tel: 0634 52303

SEDFS

SLOGGER ELECTRON DISK FILING SYSTEM

- * FULLY ACORN DFS compatible
- * OSWORD 7D, 7E and 7F implementation
- * FORMAT and VERIFY and other utilities built in
- * Page E00 . . . NO LOSS OF ELECTRON MEMORY
- * OPT commands for faster drives
- * FULLY compatible with BASIC Filing system commands
- * FULLY compatible with machine code programs
- * TAPE to DISK available (T2SEDFS)
- * Excellent comprehensive 90 page documentation.

"SEDFS is so good that I can't easily find fault with it, the manual is quite simply the best of the type I have seen, to suit everyone from the beginner to the professional"

"The SEDFS performed admirably throughout . . ."

"Anyone considering upgrading disks, SEDFS is the logical choice"

"I can recommend SEDFS unreservedly"

Electron User June 1987

*** !!! WHAT AN OFFER !!! ***

- * NEW ACORN ELECTRONS *
- * Plus Acorn Data Recorder *
- * Plus five games pack *

**Only £68.20 plus VAT complete
or 64k versions only £100 plus VAT**

Exclusive to M & S Associates

We support the full range of SLOGGER products

Call us on Newbury (0635) 45774
or telex orders 848507 ref MJSM
or FAX orders 0635 35053 ref MJSM

It is not what we tell you before – it is what we
do for you later that counts

LARGEST SELECTION OF BBC MODEL BD, COMPACT, MASTER, ELECTRON HARDWARE AND SOFTWARE

SPECIALIST BBC DEALER
& SERVICE CENTRE

SALES:- 01-580 0181

TECHNICAL:- 01-631 1098

- I B -

COMPUFACE LTD

233 TOTTENHAM COURT ROAD,
LONDON W1P 9AE

We also deal in part exchange and second hand computers

ACORN ELECTRON COMPUTERS

These computers are fully tested and guaranteed and can be purchased direct from SLOGGER or through certain dealers. The demand for this computer has prompted SLOGGER to offer both the TURBO ELECTRON and the 64K ELECTRON as well as the standard 32K ELECTRON.

	ONLY
32K Electron	64.00
TURBO Electron (switchable)	85.00
64K Electron (switchable)	99.00

ACORN PLUS1s

Slogger has on offer a limited number of Acorn PLUS1s. These units are brand new but nonetheless fully tested in Sloggers factory.

ONLY £44.95
(£50.00 WITH EXP ROM 2.0)

ACORN DATA RECORDERS

Fully tested and guaranteed
ONLY £24.95

Electron Power Supply £9.95. Plus 3 PSU £14.95
Electron User Guide £2.95. Advanced User Guide £3.95

PLUS 3 SPECIAL OFFER PLUS 3 OWNERS Look No Further

Add 640K of extra storage to your existing system
Add DUAL DRIVE power to your Acorn Electron
Choice of 5.25 or 3.5 inch secondary drive
Create backups in seconds – not minutes
Connects directly onto secondary drive port – requires no modification – all leads supplied

Compatible with all Electron products

Order PLUS 3 5.25"
or PLUS 3 3.5"
ONLY £149.00

MASTER RAM BOARD

Upgrade your Electron to a 64K Machine using 32K of STATIC RAM

- * Fits inside the Acorn Electron, uses no cartridge ports.
 - * Compatible with ALL reliable Electron hardware (except TURBO DRIVER).
 - * Compatible with ALL Electron software, switching between 64K mode, TURBO mode (yes... the TURBO DRIVER IS BUILT IN), and normal mode.
 - * For correctly written software, HIMEM is ALWAYS AT 6000 in 64K mode so leaving 28000 bytes for BASIC or WORD PROCESSING in ALL screen modes.
 - * Doubles the speed of Word Processing.
 - * Up to 300% speed increase for games.
 - * Additional 12K for use as Printer Buffer with Expansion ROM 2.0.
 - * Installation Service (See Details below) for those not confident of desoldering the 6502 Microprocessor
- NEW FEATURES**
- * 64K Mode fully compatible with 98% of Level 9 BBC Adventure games.
 - * NEW OS 2.1 – PLAY ACORNSOFT'S ELITE WITH SLOGGERS JOYSTICK INTERFACE.

"I can thoroughly recommend it"

Electron User 1987

Master RAM Board Kit – code MR2 – Now Only £49.95

THE ELK TURBO DRIVER

(Designed by Andyk Ltd.)

RUNS ELECTRON SOFTWARE AT SPEEDS COMPARABLE TO THE BBC

- * Doubles the speed of Word Processing
 - * Up to 300% speed increase for games
 - * Fitted internally – occupies no cartridge ports.
 - * Switchable "Normal/Turbo" speed.
 - * Compatible with ALL existing hardware and software products (except the Master RAM Board).
 - * Installation Service – for those not confident of soldering.
- "This upgrade should be standard on all Electrons"

Electron User July 1986

Turbo Driver Kit – code TD2 – Only £29.95

INSTALLATION SERVICE

- * Guaranteed to upgrade your Electron with either the Master RAM Board or Elk Turbo Driver AND RETURN IT WITHIN 7 DAYS OF RECEIPT.
- * Includes Postage paid BOTH WAYS (using FREEPOST) and 1 YEARS GUARANTEE.

Order MR1 – Master RAM Board Installed –
only £59.95

or TD1 – Elk Turbo Driver Installed –
only £39.95

Please note... if you own a PLUS 1, please send it with your Electron to be tested to ensure reliability at high speed.

Parcel Post
Amount of
postage to be
paid by licensee

Postage Forward Parcel
Service
Licence no GJC 1

No postage
stamp necessary
unless posted in
Channel Islands
Isle of Man or
Republic of
Ireland

Date Stamp

SLOGGER LTD
107 RICHMOND ROAD
GILLINGHAM
KENT
ME7 1BR

P

ROMBOX PLUS

SLOGGER's answer to the PLUS 1

Q. Why not buy the Acorn Plus 1?

A. Because "Excellent though the Plus 1 is, I think there is still room for improvement" said the Electron User Magazine.

The ROMBOX PLUS has this improved specification:

1. Four ROM/RAM sockets to free the cartridge slots for more important add-ons. Each socket can take the usual 8K/16K ROMs but can also take 16K RAMS offering a staggering 64K SIDEWAYS RAM.
2. The PLUS1 Cartridge slots.
3. The PLUS1 centronics printer port.
4. The Expansion ROM 2.0
5. Switched Joystick interface available.
6. Analogue Joystick interface under development.

Still Only £54.95

GREEN SCREEN MONITORS

SLOGGER has on offer a limited quantity of Green Screen monitors. These monitors are ideal for Word Processing in 80 column mode giving good clear consistent text. A MUST for VIEW or STARWORD users. Complete with all cables suitable for the Acorn Electron computer (or BBC). Fully tested £79.00 inc carriage.

TAPE TO DISK ROMS VERSION 2

- Transfer the majority of Tape programs to disk
- Acornsoft, Superior and Micropower no problem
- Compatible with programs copied using Version 1
- More successful than ever before

T2P3 for the Acorn Plus 3
T2CU for the Cumana DFS
T2P4 for AP4 and EOO DFS
T2SD for the Solidisk DFS
T2SEDFS for the SEDFS

ONLY £24.95

- Upgrade 1-2 only £5 with original ROM

NEW PRODUCT PRINTER AMSTRAD DMP 3160

- A new, super fast printer now available to Electron Users
- Fully EPSON and IBM compatible
- Now prints 160 characters per second
- Ideal for listings, Near Letter Quality for Word Processing
- Excellent for graphics!
- FREE lead for ROMBOX PLUS or PLUS 1

Release price £199.95

JOYSTICK INTERFACE

for ROMBOX PLUS or ACORN PLUS 1

- Uses cheap ATARI-type joysticks
- Compatible with ALL Tape and Disk systems
- Emulation of keys by Expansion ROM 2.0
- Can be used with well written games either WITH OR WITHOUT A JOYSTICK OPTION "The ultimate Joystick Interface"

ASB July 87

"Well worth saving up for, I can recommend it to all Arcade Addicts"

Electron User May 87

Only £14.95

- Requires Electron Expansion 2.0
- Only £5 with this unit

JOYSTICKS

Switched Joysticks for the Slogger Joystick Interface
Quickshot I £4.95
Quickshot II £5.95

SLOGGER EPROM CARTRIDGE

- Carries TWO 8K/16K ROM/EPROM software
- Compatible with PLUS 1, ROMBOX PLUS and BBC Master.
- Simply plugs into cartridge slot

£10.00 for a limited period

ROM SOFTWARE

STARSTORE 2 £25.95
SEDFS upgrade ROM for CUMANA owners £24.95

* BARGAIN CORNER *

STARSTORE £5.95
STARMON £5.95
STARGRAPH £5.95
PRINTER ROM £5.95
STAR TREK £5.95
ELKMAN £5.95
PDG £5.95
STARWORD £19.95

OTHER PRODUCTS

5.25" 40/80 Track D/S disk drive inc. PSU £149.95
3.5" 40/80 Track D/S disk drive inc. PSU £149.95
Printer Lead (for ROMBOX PLUS/PLUS 1) £5.95
Vine Micros ADDCOMM £28.95
Vine Micros MATRIX ROM £36.95
USER PORT for any DIGITAL MOUSE £25.95
Cassette leads £2.95

ALL ACORN SPARES NOW IN STOCK

All prices include VAT P&P UK Mainland only

EXPANSION ROM 2.0

for ROMBOX PLUS or PLUS 1

- Supports Printer Buffer with 8K/16K sideways RAM or 12K with MASTER RAM BOARD.
 - RSAYE command to save ROM images to tape or disc.
 - RLOAD command to load Sideways RAM with a ROM image.
 - ROMS command to displays ROM/RAM in system.
 - JOYSTICK command for the SLOGGER Joystick Interface
 - Allows cassette loading in high resolution.
 - Supports all standard functions (Printer, ADC, RS423)
 - Simply fits into internal ROM socket.
- "There is room for improvement in the operating system. No doubt this was the idea behind Expansion 2"

Electron User, July 87

Only £11.95

(£5 if purchased with 32K SIDEWAYS RAM or JOYSTICK INTERFACE)

32K SIDEWAYS RAM CARTRIDGE

for ROMBOX PLUS or PLUS 1

- Ever popular on the BBC
- Best used with EXP ROM 2.0
- Save ROM backups for loading into Sideways Ram.
- Set up a 16k Print Buffer
- Splits as 2x16k pages
- VIEW and VIEWSHEET in one slot!!!
- Write protect option . . . prevents corruption of software.

"A very powerful piece of hardware"

Electron User July 87

ONLY £34.50

(£39.50 with EXP ROM 2.0)

SLOGGER'S AUTHORISED DEALERS

Roedden Micro Logic	0569 66233
Broughton Allen James Computers	021 778 5737
Grain Area Computer Exchange	0272 637881
Barnes Atomic Computer Systems	0282 54299
Exbert Calcraft	0932 342137
Cardiff Computer Exchange	0222 483069
Cardigan Cardigan Electronics	0239 614483
Chesham Reads Photo & Computing	0494 783373
Croydon Computer Centre	01 683 2646
Farnham Project Expansions	0329 221109
Farnham Farnham Computers	0252 723107
Glasgow Computer Depot	041 332 3944
Leicester DA Computers	0533 549407
London Computers	01 580 0181
Luton Hobbyists	0582 457195
Marine Harborough Harborough Computers	0698 63056
Newbury M&S Associates	0635 45774
Oldham Home And Business	061-633 1608
Shearness Swaletek Systems	0795 665530
Sloughport Dram Electronics	061 429 0626
Telford A1 Computer Supplies	0952 592737
Townbridge West Wills Micros	02214 62759
Ulverston Skand Computers	0229 56584
Warrington Cheshire Micros	0925 414109
Netherlands Velocity Computers Rotterdam	010 4138197
Mail Order Only	
Wilton Keynes Towerhill	0908 74246
Netherlands Computemasters	31 10 436 18 00
Sloughport 21st Software	0625 528885

SEND
FOR
THEM
TODAY

Cheques payable to
SLOGGER LTD

☐ Access No. _____

☐ Visa _____

Name _____

Address _____

Expiry Date _____

PLEASE SUPPLY

Cost

1 _____ £ _____

2 _____ £ _____

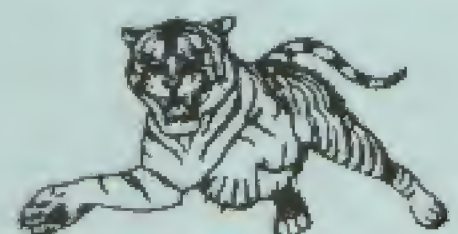
3 _____ £ _____

4 _____ £ _____

5 _____ £ _____

Total £ _____

Please send order to SLOGGER LTD, 107 RICHMOND ROAD, GRUINGHAM, KENT



SLOGGER

Tel: 0634 52303

DELTA COMPUTERS

BBC MASTER SERIES

Archimedes	Ring for price
Master 128	£395.00
Master Turbo Module	£115.00
Master Compact Entry System	£415.00

OPUS DISC DRIVES

5802 400K DS DD 40/80T	£104.95
5802DB Dual 800K 40/80T	£204.95
5802D as 5802DB+PSU ..	£234.95
Opus DDOS (With a drive) ..	£40.00

PRINTERS (inc lead)

Epson P-40	£49.95
Citizen 120D	£179.00
Star NL-10	£237.00
Panasonic KX-P1081	£169.00
Amstrad DMP3000	£179.00
Amstrad DMP3160	£199.00
Brother HRS	£69.99

PRINTER RIBBONS

Brother M1009	£3.25
Canon PC1080A	£3.25
Epson FX, MX, RX 80	£2.70
Epson LX80, LX86	£2.70
Epson FX, MX, RX 100	£3.35
Panasonic KX-P1081	£3.99
Citizen 120D/LSP10	£4.60
Citizen MSP10,20	£2.70
Citizen MSP15,25	£3.25
Kaga 810	£3.25
M Tally MT80	£3.50
Seikosha GP100/250	£2.65
Shinwa CP80	£3.50

SPECIAL OFFER

Electron	£49.99
Electron+Plus1+View+ Viewsheel	£79.99
Tatung Std Monitor	£169.00

All orders over £100 receive free Touchpad for BBC worth £49.95 (while stocks last).
MINIMUM ORDER £10.00

All prices include VAT

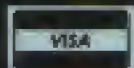
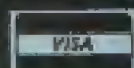
Please add £5 carriage on orders over £100

Mail Order only at this address

Trade and Educational enquiries welcome

85 Union Street Oldham Lancs

061-626 3841



Special Purchase

MONITORS

12" Green Screen Ferguson, with Electron or BBC Cable	£59.95
12" Colour, Medium Resolution	£179.95

PRINTERS

Citizen 120D	£199.95
Star NL10	£219.95
Panasonic 1081	£189.95
Brother HR5	£79.95

BLANK DISCS

3.5" DS 135tpi - box of 10	£12.90
5.25" DS DD - box of 10	£4.99

THE COMPUTER DEPOT

205 Buckingham Street

Glasgow, G1 2JZ

Tel: 041-332 3944

All prices include VAT and delivery



DRAM
ELECTRONICS LTD.

**OFFICIAL
ACORN
SPARES
DISTRIBUTOR**

**Please phone for prices
Dealer Enquiries Welcome**

DRAM ELECTRONICS LTD.

Unit 12, Kingston Mill, Chestergate,
Stockport SK3 0AL.

Tel: 061-429 0626. Tlx: 312242

Panasonic KX-P1081

Impact Dot Matrix Printer

£148 THE IDEAL P.C. COMPANION

KX-P1081 Highlights

- Near letter quality printing in all pitches
- Operator-accessible print mode selector (Std/Pgm., NLQ, Comp.)
- DIP Switch selectable IBM printer emulation
- Friction feed and adjustable tractor are standard
- Word processing functions (Justification, Centering, L&R alignment)
- Proportional Spacing Printing
- High resolution dot-addressable graphics
- Up to 40 downloadable characters



We are the main SLOGGER stockist in Avon & Wells



AVON COMPUTER EXCHANGE

**Prices Exclude VAT & Delivery
Export & Trade Enquiries Welcome**

42 Cannon St., Dedmister Bristol

Tel: (0272) 637981

126 Church Rd., Redfield Bristol

Tel: (0272) 542116

87 City Rd., Cardiff

Tel: (0222) 483069

31A Farlington Rd., Swindon

Tel: (0793) 512074

WE have so far looked at the availability and quality of educational software for the nursery and primary age range.

This month I wish to examine the software available for the much more complex and specialised field of secondary education.

The quantity of software for this age group is more limited for the Electron as most publishers tend to follow the philosophy that all secondary school children have access to a BBC Micro 24 hours a day.

However, that is not to say there isn't some excellent Electron educational software that can be bought at reasonable prices for your teenager.

Most software aimed at the older school pupil is of a text-numeric only variety and if you have a Slogger Master Ram board fitted to your Electron it is possible to run a number of previously exclusive BBC Micro programs.

This past year has seen a revolution in secondary education which has affected pupils from the first year to the upper sixth in all schools throughout the land.

That revolution has been encompassed by the demise of the O Level and CSE examinations and the birth of the GCSE Exam/assessment system. This imposed change has frightened parents, terrified some teachers and left questions in all our minds.

It has also prompted many software publishers to sell old O Level/CSE titled packages at give-away prices in the belief that they are now obsolete.

Nothing could be further from the truth. Although the method of examination, assessment and bias has changed in most of the subjects, the actual core material has altered very little.

Therefore, most of these



Educational support

**In Part III of his series
NIC OUTTERSIDE explores
educational software for
secondary school pupils**

programs are as relevant now as they were three years ago. I recently cashed in on this misconception and purchased a bundle of English, Maths and Modern Language software at £1.50 each, when their original retail price was well over £15 per item.

It is perhaps in the field of English and Communications Studies that the greatest range of software exists for the Electron.

Many of the packages mentioned in last month's column could be used for remedial purposes with older children, particularly Golem's Fun with Words and some of the Database Publications' programs.

I have used Punctuation, Bridge, Discover, Gottit, Punctuation and There

extensively with 11 to 13 year olds. Again these are bargain-priced packages which will give hours of reinforcement and entertainment.

On a broader front, use of databases and wordprocessors will extend writing and organisational capacity. The choice of such utilities is vast, with Database Publications' Mini Office, Acornsoft's View and Slogger's Starword and Starstore perhaps heading the pecking order.

Acornsoft's Talkback program, available for only £1.50 will expand sentence structure, written speech development and imagination beyond the realms of pen and paper.

As previously mentioned, playing with text adventures

will also extend reading, comprehension, decision making and spelling. You won't go far wrong with any Robico, Larsoft or Epic release – though don't be surprised if you become hooked on this past time as well.

For the older teenager, the examination revision software for English is particularly healthy. Acornsoft's Ivan Berg English Revision includes sections on spelling, letter writing, comprehension, essays, summary and common mistakes.

It can now be bought for



as little as £1.85 from some mail order companies and such a price is irresistible when you consider the package includes two cassettes with an excellent support booklet.

LCL's Micro English includes 24 programs and is suitable for the GCSE English student, although the price of £24.50 may discourage parents.

If you have a Slogger Master Ram board and ACP Plus 4 or Cumana and SEDFS fitted to your Electron, the world of BBC English programs becomes your oyster.

The range of Akadimias Software's English Literature discs includes: Antony and Cleopatra, The Tempest, Henry IV Part one, Mansfield Park, The Trumpet Major, JMB Poems, Hamlet, Chaucer's Prologue, Rape of the Lock, Gerald Manley Hopkin's Poems and The Importance of Being Earnest.

New titles are being added all the time and providing you have the necessary hardware, these text-only offerings are among the best literature software available for any computer.

In the faculty of math-

ematics, once again the scope of software is vast. Database Publications' Classroom Computing Volumes one and two include many maths programs which are superb back-up tools.

Angler, Matrix, Manipulation, Fun Factors and What Number spring instantly to mind as being ideal for secondary school pupils.

Many of the card and dice games published in back issues of Electron User can be used wisely to build up numeracy skills.

I currently have two 17-year-old private students addicted to the Electron versions of Yams and Blackjack. Their numeracy has improved to such an extent they have been sailing through the more complicated computations in preparation for their Maths O level resit this month.

Even playing Acornsoft's Elite has been known to improve calculatory skills in youngsters!

BBC Soft's Maths with a Story 2 is also an excellent piece of software which really makes maths fun.

Acornsoft's Ivan Berg Mathematics Revision one and two are essential

learning/revision aids for 15 and 16 year-olds.

As with the English package they can be bought for as little as £1.85 each and include work on arithmetic, algebra, geometry, statistics, sine, cosine and tangent rules, matrices and probability.

And, Acornsoft's Business Games and Personal Money Management are advertised at only £1.50 and should give enjoyment to the older Maths and Economics students.

LCL's Micro Maths is perhaps rather more extensive, but like its English sister, retails at £24.50.

Modern language students are fortunate in the extent of software currently on the market for the Electron. Database Publications' French on the Run is a marvellous piece of interactive text adventure.

French is my weakest subject - I regularly came 32nd out of 32 in my French set at school - yet I can't leave this program alone and often sit glued to the screen with an atlas in one hand and a French dictionary in the other.

Meanwhile, Chalksoft's Eiffel Tower is a novel way of teaching French, though

is perhaps aimed more at the casual student rather than designed for exam revision purposes.

Acornsoft's Linkword French, German, Spanish and Italian come into the same category as the Ivan Berg series and can be bought ridiculously cheaply. They are excellent and should not be missed.

Cosmos Software's The Spanish Tutor, The French Mistress and The German Master are also excellent teaching aids. Each gives 16 orthodox language lessons and can't be ignored at only £8.95 each.

LCL also produces a Micro French package, which I whole-heartedly recommend to the more affluent among you, as they are priced at the same level as LCL's English and Mathematics software.

History student's should be aware of LCL's Sir Francis Drake adventure which is only £6.95. However, the vast majority of good quality history software is only available on BBC disc. For Master Ram board and 5.25in disc users, Akadimias Software produces over 15

Education

◀ From Page 19

different study aids for the GCSE and A Level history student.

All are excellent educational value as bulk discounts can be arranged with the company's base at Bangor University.

The Fernleaf BBC series should also run on 64k Electrons, but please check before you buy.

Geography devotees can choose from a wider range of standard Electron cassettes including Micro-power's Where at only £1.80.

Kosmos Software's Answer-Back series offers a lot to geography and general studies pupils and, costing only £8.95 with Fact Files at an extra £4.95, are highly entertaining and instructive.

Macsen's Treasure Hunt is

in a similar vein and will attract whole family participation. Shard's Operation Safras goes some way towards supporting British geography, though I would be interested to hear of any company which has expanded upon the idea.

Science software proliferates and Micro-Power's Which Salt is a bargain at £1.50. H&H Software's Letts Keyfacts Physics and Chemistry are based on the famous Letts revision aids.

Both include multiple-choice questions, are quite comprehensive for fifth form science students and are priced at £11.50.

Musicians must find Mupados' Music Maestro an essential purchase. *Electron User* has also published some interesting music programs, though the Electron is rather limited musically,

having only one music channel. Keyboard Player in the February 1987 issue is well worth a look.

As mentioned last month, most of the above programs can be ordered from the software mail order companies which advertise in

Electron User. C&F Associates, 21st Software, Towerhill Computers and Mithras offer many at sale prices.

● Next month I intend to look in greater depth at the use in the home environment of some of the software I have mentioned.

Contacts

Golem Software
77 Qualitas, Bracknell,
Berkshire RG12 4QG.
Tel: 0334 50720

Micropower
Software Bargains, 8/8A
Regent Street, Leeds LS7
4PE.
Tel: 0532-687735

Database Software
Europa House, 68 Chester
Road, Hazel Grove, Stock-
port SK7 5NY.

LCL
26 Avondale Avenue,
Staines, Middlesex.

BBC Soft
35 Marylebone High Street,
London W1M 4AA.

Kosmos Software
1 Pilgrims Close, Harlington,
Dunstable, Bedfordshire LU5
8LX.
Tel: 05255 3942

Mupados
Llambad Industrial Estate,
Tregaron Road, Lampeter,
Dyfed.
Tel: 0570 422877

JOYSTICKS—THE COMPLETE SOLUTION



DELTA 3B SINGLE—BBC B or ELECTRON PLUS 1 £12.95

A single joystick that in some ways can act as two. The custom made special 'low noise' potentiometers are wired so that it will work as a left hand or right hand joystick. It can even run some programs written for two joysticks and has the fire buttons of both.

DELTA 3B TWIN—BBC B or ELECTRON PLUS 1 £19.95

A direct but improved alternative for the original ACORN joysticks, with 2 joysticks wired to one plug. As with all our joysticks they have the fast action sprung to centre return of the steel shafted nylon covered joystick. The light action makes them ideal to hold and the 3 fire buttons allow left or right-handed use.



DELTA 3S SINGLE—MASTER COMPACT or ELECTRON FIRST BYTE INTERFACE £12.95

The same light, hand-held, fast, light action of a 3B but fitted with switches for use with a switched joystick interface, such as a First Byte.

FIRST BYTE INTERFACE £19.95

PLUS 1 INTERFACE £49.95

SLOGGER JOYSTICK INTERFACE £19.95

To run a Delta 3S switched joystick on a Plus 1 which runs many of the new Acorn compatible joystick programs.

SPECIAL OFFERS

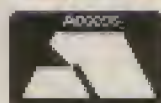
Buy a DELTA 3S and a FIRST BYTE INTERFACE together for £29.95

Buy a DELTA 3B SINGLE and PLUS 1 INTERFACE together for £59.95

Buy a DELTA 3S and SLOGGER JOYSTICK INTERFACE together for £29.95

NEW!!! DELTA 3SD SINGLE—MASTER COMPACT or ELECTRON FIRST BYTE INTERFACE £19.95

Optical Feed Back. The joystick is fitted with 5 coloured lights to show you exactly when a switch has operated, so you need only move the joystick a minimum amount, and can be certain that you have given a true diagonal signal to the computer.



Available from your dealer
or direct from us



Voltmace

Unit 9
Bondor Business Centre
London Road
Baldock
Herts SG7 4NG
Telephone: (0462) 894410

C & F ASSOCIATES BARGAIN PRICE ELECTRON SOFTWARE

ADDICTIVE	PRICE	CDS	PRICE	MELBOURNE	PRICE	SUPERIOR (continued)	PRICE
Football Manager	2.99	Colossus Chess 4	7.75	Exploding Fiat	7.50	Superior Collection 3 (+3 disc)	12.95
ALLIGATA		Steve Davis Snooker	6.95	Dodgy Geozers	6.95	Acornsoft Hits 1	7.75
Action Pack	1.99	Brian Clough Football Fortune	12.95	Terminolinos	6.50	Acornsoft Hits 2	7.75
Action Pack 2	4.50	DATABASE		MIRRORSOFT		Region 3	7.75
ALTERNATIVE		French on the Run	7.75	Strike Force Hammer	7.50	Ravenskull	7.75
Night Strike	1.99	Mini Office	4.95	Spiral 40	7.75	Elite	10.95
Video Pinball	1.99	DR. SOFT		1st Steps with Mr Men	6.95	Citadel	7.50
Olympic Spectacular	1.99	Phantom Combat	7.50	Magic Story Maker	7.50	Death Star	2.99
A.S.L.		ELITE		Here and There with Mr Men	6.50	Overdrive	2.99
Omega Orb	6.75	Paper Boy	7.75	Word Games with Mr Men	7.50	Tempest	2.99
Graham Gooch	7.75	FIREBIRD		Giddy Game Show	7.50	Fruit Machine	2.99
Thunderstruck	6.75	Bird Strike	1.99	ROBICO		Invaders	2.99
Thunderstruck 2	6.75	Star Drifter	1.99	Rick Hanson	7.95	Percy Penguin	2.99
Sphere of Destiny	6.75	HEWSON		Project Thesis	7.95	Mr Wiz	2.99
Power Pack 2	7.75	Evening Star	7.75	Myriem	7.95	Smash 'n' Grab	2.95
ATLANTIS		IMAGINE		Rick Hanson Trilogy	18.95	TYNESOFT	
Survivors	2.95	Yie Ar Kung Fu 2	7.20	Village of Lost Souls	7.95	Spy vs. Spy	7.75
Panik	1.99	INCENTIVE		The Hunt	7.95	Oxbridge	6.75
BEAU-JOLLY		Adventure Creator	12.95	SUPERIOR		Phantom	6.75
10 Computer Hits 3	7.75	Kat Trilogy	7.75	Play It Again Sam	7.75	The Big KO	6.75
5 Star Games	7.75	Confuzion	4.95	Play It Again Sam (+3 disc)	12.95	Future Shock	6.75
5 Star Games 2	7.75	LOGOTRON		Palace of Magic	7.75	Goal	6.75
BUG-BYTE		Xor	7.75	Palace of Magic (+3 disc)	12.95	Jet Set Willy 2	6.75
Dunjunz	2.95	MACSEN		Crazee Rider	7.75	Commonwealth Games	6.75
Plan B	2.95	Blockbusters	6.50	Crazee Rider (+3 disc)	12.95	Mouse Trap	6.75
Squeakalizer	2.95	MARTECH		Strykers Run	7.75	Winter Olympics	6.50
Templeton	2.95	Tarzan	7.75	Codename Droid	7.75	Micro Value (4 games)	3.95
				Codename Droid (+3 disc)	12.95	Micro Value Gold	3.95
				Around the World	5.95	US GOLD	
				Superior Collection 3	7.75	Impossible Mission	7.20
						Beach Head	6.95
						Crystal Castles	7.75

Orders normally despatched by First Class Post on day of receipt. But allow max. of seven days. All prices include VAT & P&P (Overseas orders add £1)

Name	Title	Cost	Access orders accepted Make PO/Cheques payable to: C & F ASSOCIATES and send to: C & F ASSOCIATES CRANFORD HOUSE, WOOLSEY, BIDEFORD, N. DEVON EX39 5QW. Tel: (023 73) 619
Address	
.....	
.....	
Make of Computer	Total	

QUAL-SOFT

THOUGHTWARE

Sports simulations

MAKING THE SOCCER MANAGEMENT GAME THE NUMBER 1 COMPUTER GAME!

Nonentity Ltd, or whatever you wish to call the team, has just been promoted to the 1st Division of the Football League. You have been appointed manager. Your squad is a typical 2nd Division side; several promising youngsters, some 1st Division 'Veterans', and your 3 close season signings that you hope will be the backbone of your 1st Division Squad. With the youngsters being enthusiastic but sometimes erratic, and your veterans reliable but fading, you will have to concern yourself with survival at first. Clever use of the transfer market will steady your side while the youngsters improve and as the veterans fade, and then provide the really classy players needed to challenge for the 1st Division Championship and the FA Cup. A place in the top six in the League, or of course one of those trophies, will put you into Europe the following season and the chance to write your name into the hall of fame. The 'double' and even a 'treble' (League, FA Cup and a European Trophy) is the ultimate accolade. Of course if you are relegated then expect the sack.

THE NEW

TAPE 1
6 Seasons
League Division 1
The F.A. Cup

SOCCER SUPREMO

TAPE 2
European Cup
U.E.F.A. Cup
Cup Winners Cup

A SOCCER MANAGEMENT SIMULATION

To the original version of SOCCER SUPREMO we've added; the F.A. Cup, the European Cup, the U.E.F.A. Cup and the European Cup Winners Cup. We've introduced multiple DATA files for the different seasons and to allow a massive transfer market of over seventy players, from World Cup stars to top scoring non-league players, we've retained the 3D, 22 man, 90 minute football match graphics, improving the graphics' layout. We've added sound, in-match injuries, named goal scorers, penalty shoot-outs (European matches), and replaced the complicated match statistics with a post match individual player assessment. We've well, lots of other small improvements.

The game is now almost three times the size of the original, using two tapes plus the multiple datafiles. But

WE'VE ADDED NOTHING TO THE COST!

The new SOCCER SUPREMO is supplied DIRECT from Qual-Soft on a same day basis. TAPE 1 + TAPE 2 + MANUAL, P&P and VAT still costs £9.95. Payment by cheque, PO or Access authorisation, made payable to Qualsoft. Access authorisations can be taken by 'phone.

QUAL-SOFT
Dept. EU,
18 Hazlemere Road
Stevenage SG2 8RX

Tel: 0438
721936



Please supply:
SOCCER
SUPREMO
for my Electron

Name:

Address:

Access No. (if applicable)



TEL: JACQUI
0625 528885

21st. Software

ACCESSHOTLINE
SAME DAY SERVICE
(BBC VERSIONS AVAILABLE)

PRESENTS A SELECTION OF HARDWARE, UTILITIES & SOFTWARE FOR THE ELECTRON

**We are now
offering
Bigger
Discounts!!**

NEW
SUPERIOR'S
PLAY IT AGAIN SAM
4 GAMES
Citadel, Thrust,
Strykers Run and Ravenskull
Cass £8.25
Plus 3 Disc £12.95
(Available 1st week Oct.)

NEW
**THIS MONTHS
SPECIALS**
SMASH & GRAB
ONLY £4.95
QUICK THINKING PLUS
ONLY £4.95

NEW
TYNESOFTS
WINTER OLYMPICS
Cass.
RRP £9.95
Ours £7.95
NEW HEWSON'S NEW
EVENING STAR
(Famous Steam Train)
simulation
Cass £8.45

MICROPOWER'S
POWERPACK
3 Cassettes
Croaker, The Mine,
Frenzy
All 3 for just
£3.95
or £1.50 each
title

NEW
MIRRORSOFT'S
SPITFIRE 40
(simulation)
Cass £7.95

OUR PRICE	
A & F	
Chukie Egg	3.90
Cylon Attack	3.90
ACORNSOFT	
Elite	10.95
Forth	8.95
Usp	4.95
Boxer	1.00
Business Games	2.99
Desk Diary	2.99
Snapper	1.99
View Rom (Cart)	13.95
Viewsheet Rom (Cart)	13.95
Hopper Rom (Cart)	8.95
ISO Pascal Rom (Cart)	54.80
ACORN/LINKWORD	
Italian	8.95
Spanish	8.95
ADDICTIVE GAMES	
Football Manager	7.95
ATARISOFT	
Robotron	4.95
ATLANTIS SOFTWARE	
League Challenge	2.99
BLUE RIBBON	
Nightmare Maze	1.99
Castle Assault	1.99
Astro Plumber	1.99
Diamond Mine	1.99
Diamond Mine II	1.99
Dans	1.99
Joey	1.99
Ravage	1.99
Bar Billiards	1.99
Condition Red	1.99
BEAUJOLLY	
Computer Hits I	8.45
Computer Hits II	8.45
Computer Hits III	8.45
Five Star Games	8.45
Five Star Games II	8.45
BUG BYTE	
Twin Kingdom Valley	2.99
Starforce 7	2.99
Tennis	2.99
Cricket	2.95
Jack Alac	2.95
Savage Pond	2.95
Skyhawk	2.99
Ice Hockey	2.99
Hunk Dory	2.99
Plan B	2.99
Dunjunz	2.99
Squeakalizer	2.99
Templation	2.99
COMSOFT	
Serpents Lair	3.95
Playbox	3.95
S.A.S. Commando	3.95
C.D.S.	
Steve Davis Snooker	7.45
Birdie Barrage	6.95
Colossus Chess IV	8.45
Brian Clough's Fortunes	12.95
DR SOFT	
747 Flight Sim.	8.95
Phantom Combat	8.45
DATABASE	
Mini Office	4.95
Micro Olympics	4.95
Majic Sword	5.45

OUR PRICE	
French on the Run	8.95
DURELL MARTECH	
Gleburne's Castle	6.95
Tarzan	8.45
ELITE	
Paperboy	7.75
EPIC SOFTWARE	
The Lost Crystal	10.95
The Wheel of Fortune	7.45
Castle Frankenstein	5.95
The Quest of the Holy Grail	5.95
Kingdom of Klein	5.95
FIREBIRD	
Star Driver	2.95
GILSOFT	
The Quill	15.45
GOLEM LTD	
Education II	6.50
Fun with Words	6.50
Fun with Numbers	6.50
Jigsaw	6.50
GREMLIN GRAPHICS	
Footballer of the Year	7.95
HEWSON	
Heathrow A.T.C.	8.95
ASL SOFTWARE	
Bug Eyes II	8.95
Frankenstein 2000	5.95
CaveMan Capers	6.50
Paycastle	6.50
The Last of The Free	6.50
Thunderstruck	6.75
Thunderstruck II	6.95
Sphere of Destiny	6.75
Omega Orb	6.75
Graham Gooch Test Cricket	7.75
Ziggy	6.75
IMAGINE	
Mike	7.45
Yie Ar Kung Fu II	7.45
INCENTIVE	
Confuzion	5.00
Kat Trilogy	8.45
Adventure Creator	13.25
KANSAS CITY	
Loony Loco	4.95
Ring of Time	4.50
KOSMOS SOFTWARE	
French Mistress A or B	7.95
German Master A or B	7.95
Spanish Tutor A or B	7.95
Italian A or B	7.95
Answer Back Jun. or Sen	8.95
Answer Back Sport	8.95
Identify Europe	6.95
FACTFILE SERIES	
(Used with Answer Back Series)	
Arithmetic (6-11 yrs)	4.25
Spelling (8-12 yrs)	4.25
Natural History (10+)	4.25
English Words (12+)	4.25
First Aid (12+)	4.25
General Science (14+)	4.25
Know England (12+)	4.25
Know Scotland (12+)	4.25
Supersport (14+)	4.25
20th Century History (12+)	4.25
Association Football (14+)	4.25

OUR PRICE	
L.C.L.	
Micro French (O' Level)	21.50
Micro Maths (24 Progs O' Level)	21.50
Micro English (24 Progs O' Level)	21.50
Mega Maths (A' Level)	21.50
LARSOFT	
Puppet Man	3.65
The Rising of Salandra	4.55
Wyndwood	3.65
The Nine Dancers	3.65
LOGOTRON	
XOR	7.75
MELBOURNE HOUSE	
Way of Exploding Flat	8.95
Dodgy Geezers	7.75
MICROPOWER	
Micropower Magic II	6.95
Micropower Magic	6.95
Jet Power Jack	2.95
Posttron	2.95
Swag	2.95
Gauntlet	2.95
Chess	2.95
Killer Gorilla	2.95
U.X.B.	2.95
Felix/Evil Weavils	2.95
Felix in Factory	2.95
Felix/Fruit Monsters	2.95
Stock Car	2.95
Rubble Trouble	2.95
Bumble Bee	2.95
MIRRORSOFT	
Harrier Strike Force	7.95
First Steps	7.95
Here/There with Mr Men	6.95
Quick Thinking Plus	5.95
PEAKSOFT	
The Boos	6.95
ROBICO SOFTWARE	
Rick Hanson	7.75
Project Theelus	7.75
Myorem	7.75
Enrthar 7 (5.25") Disc	18.45
Note the above disc-AP4 IF only	
The Hunt	7.95
Village of Lost Souls	7.95
SOFTWARE INVASION	
3D Bomb Alley	2.95
Gunsnoke	2.95
Blitzkrieg	2.95
Super Pool	2.95
Vortex	2.95
Chipbuster	5.95
SOFTWARE PROJECTS	
Project Graphics	5.95
SQUIRREL SOFT	
Supergolf	6.50
Trafalgar	7.00
Cashcare	10.65
VAT Care	13.65
Building Soc. Care	8.95
Investment Care	12.95
T.V. Director	11.95
Squirrels Nuts Pack	7.95
ACORNSOFT AND	
SUPERIOR SOFTWARE	
Smash and Grab	6.95
Overdrive	6.50
Repton	7.95
Death Star	7.95
Repton 2	7.95

OUR PRICE	
Citadel	7.95
Karate Combat	7.45
Thrust	6.75
Galatoros	7.75
Ravenskull	7.75
Repton 3	7.75
Acornsoft Hits Vol I	7.75
Acornsoft Hits Vol II	7.75
Superior Hits Vol III Cass.	7.75
Superior Hits III Plus 3D	12.95
Around World 40 Screens	6.95
Strykers Run	7.75
Codename Droid	7.75
Crazy Rider	7.75
Crazy Rider (Disc)	12.75
Palace of Magic	7.75
Palace of Magic (Disc)	12.75

OUR PRICE	
TYNESOFT	
Micro Value Gold	3.99
Spy vs Spy	7.75
Outbridge	6.75
Phantom	6.75
Microvalue	3.49
The Big K.O.	6.75
Futureshock	6.75
Jei Set Willie II	6.75
Goal	6.75
Commonwealth Games	6.50
US Drag Racing	5.95
Jet Set Willy	6.50
Tynesoft Starter Pack I	6.50
Ian Botham Test	6.50
Rig Attack	3.85
Winter Games	6.50
Mousetrap	6.50
Five-A-Side Soccer	2.95
Peg Leg	2.95
Bouncing Bombs	2.95
Wet Zone	3.95
Stratobomber	2.95
Caterpillar	2.95
Hyperdrive	2.95
Super Hangman	2.95
3D Maze	2.95
U.K. P.J.M.	2.95
Invader (U.K.)	2.95
Boko the Brave	2.95
Cylon Attack	2.95
Trek II	2.95
Space Cavens	2.95

OUR PRICE	
U.S. GOLD	
Impossible Mission	7.65
Crystal Castles	8.65
Rebel Planet (text adv)	6.95
Kaylath	6.95

UTILITIES AND HARDWARE SECTION

OUR PRICE	
ACORN COMPUTERS	
Electron Power Supply	12.95
ADVANCED COMPUTER	
PRODUCTS	
A.Quaner Mag Ram	75.95
Advanced Battery Ram	37.99
Advanced Control Panel	32.20

UTILITIES AND HARDWARE SECTION CONTINUED

OUR PRICE	
Advanced Disc Toolkit	32.20
Advanced Electron D.F.S.	22.15
A. R. Manager	13.65
A. Electron O.F.S. Ewe	18.85
Advanced Rom Ad.	13.65
A.S. Ram	27.90
Advanced Disc Inv.	26.55
A.P.A.	75.98
A.P.S.	62.50
Plus I	47.95
AMS Mouse	65.95
Mouse Package + AP5	120.00
FIRST BYTE	
Quickshot Joystick & iFace	27.99
Quickshot II	9.99
Joystick Interface	18.25
Printer Interface	£18.25
A1	
Super Smooth Power Supply + 2yr	
guarantee + on/off switch	20.45
P.M.S.	
E2P8532	85.00
SLOGGER	
Rombox +	51.95
Joystick Interface	18.85
Electron Expansion 2.0	10.95
Stansore II	27.25
Ekman	9.95
Sterman	9.95
Stargraph	9.95
Starword	18.85
Starword Cumana	18.85
Printer Rom	18.85
16K Sideways Ram	27.95
Trek	8.95
S.E.D.F.S.	22.95
T2P3 or T2CU or T2P4	22.95
T2SD or T2SEDFS	22.95
Master Ram Board	48.95
Turbo Driver	27.95
Rom Cartridge	11.65
S.E.D.S.	70.95
VINE MICRO8	
Addcomm	28.00

PLUS 3 DISCS

OUR PRICE	
ACORNSOFT'S	
Database	18.85
BLUE RIBBON	
Games Disc 1	8.95
C.D.S.	
Steve Davis	8.95
Birdie Barrage	8.95
KOSMOS SOFTWARE	
French A+B	18.85
German A+B	18.85
Italian A+B	18.85
Spanish A+B	18.85
Ans. Back Sen.	11.65
Ans. Back Jun.	11.65
Ans. Back Sport	11.65
Any Facfile	7.45
SUPERIOR SOFTWARE	
Superior Hits III	12.95
Codename Droid	12.95
Crazee Rider	12.95
Palace of Magic	12.95

BOX OF TEN C20 COMPUTER CASSETTES £4.99 inc VAT & P&P

EDUCATIONAL & GOVERNMENT ORDERS WELCOME
ALL PRICES ARE INCLUSIVE OF VAT AND CARRIAGE
OVERSEAS ORDERS PLEASE ADD £1.00 PER ITEM. INCLUDES INSURANCE

Please send me: Cass ☐ Plus 3 Disc ☐

1. £
2. £
3. £
4. £

Please make cheques payable to:
21st Software Ltd

Access No

□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

Card holders name

Send Orders to:

21st SOFTWARE LTD. Dept EU
15 Bridgefield Avenue,
Wilmalov SK9 2JS
Tel: Wilmalov (0625) 528885

Name

Address

Post Code

Tel. No

Video maker

Product: TV Director
Price: £12.95 cassette
Supplier: Squirrel Software, 4 Blindloss Avenue, Eccles, Manchester M30 0DU.
Tel: 061-789 4120

THE tension mounts as you sit at your director's console. You switch the recording light to red and cue the soundtrack.

Before you is a choice of 16 camera shots. Which one should you select for transmission? One moment of indecision and you'll have to call "Cut!" and start again.

That's the excitement offered to you by Squirrel Software with its latest release, TV Director. In fact, you get the chance to design, produce and direct your own videos using nothing more than your trusty computer.

There are, inevitably, a number of limitations so you won't get a top class animated video, but you will experience the thrill and pressure of video work. The possible uses, as the cliché goes, are only limited by your imagination.

The first stage in the video making process is to set the computer aside and plan on paper what you want to do. You can have up to 16 different camera shots which you must then create.

A picture making routine is included within the program for this purpose. At first sight, the graphics will be disappointing. The screen is divided up into a grid of 32 by 24 blocks and one of these blocks is the smallest area that can be defined.

This results in pictures being rather chunky. The reason for this is that the data for an entire picture is stored in just 384 bytes. It is thus possible to store 16 pictures in memory and swap them around with great speed.

A bonus is that pictures can be created quickly. You move a cursor around with keys or joystick and hit the required colour number to set a block. If you can't remember colour numbers, hitting the spacebar will bring up a help page.

This gives details of special effects such as zoom, mirror images, inverting or quartering. All of these can be achieved by single key presses.

The program operates in Mode 5 which allows only four colours. The choice of four includes the full range of flashing colours (which can help with simple animation such as a winking eye) and a range of assorted stripes.

Director works with blocks of frames

and normally you would save a block of up to 16 pictures. An option allows the storage of single pictures. This makes it possible for a team of people to work on separate machines, then merge their work into one block.

With the artwork completed, you are ready to move to the studio and produce the video. A display of eight monitors is shown and the other eight pictures are toggled with the spacebar. A central transmission monitor shows the currently selected camera shot.

It's as well to practice first, with the recording light on blue. When you are ready switch to red, cue the sound and you're away. You cut to different cameras by hitting the appropriate camera number. With joysticks or cursor keys it is possible to mix or fade shots.

At this stage you can still use zoom facilities, mirror imagery or quartered shots, giving you a grand total of 64 possible shots to use.

When your sequence is complete, you can save it for future use and move to the preview session. Here you create your credit page then you can see your video in full screen size.

The main problem is synchronising pictures with sound track. The whole program assumes a separate sound source and no use is made of the computer's noises.

It requires a bit of trial and error to know when to start your sequence to match the sound track, but practice makes perfect.

If you can send a signal to a video recorder you'll only need to achieve perfection once since you can replay it all from the video machine.

This can be done from the computer video output (which only gives monochrome) or from the poorer quality UHF socket. The sound system can be connected to the video recorder



audio-in socket. Just what leads you will need will depend on the sockets on your video.

The programs are all driven by good clear menus. A sensible choice at each stage is the *command option which allows you to catalogue your cassette.

You can create graphics in picture maker and practice with them in the studio, flit back to picture maker to modify or create new pictures and so on.

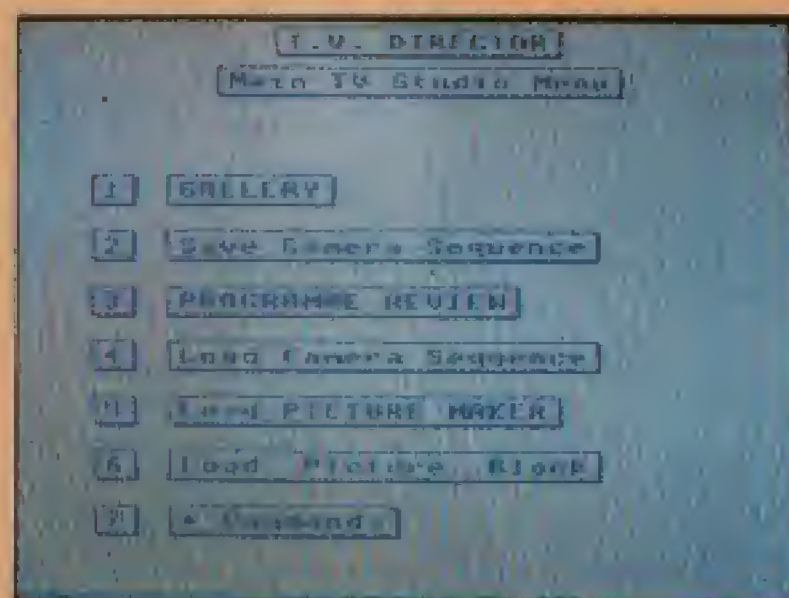
A much more rigorous discipline is needed with cassettes. First create all the graphics, then do all studio work and finally preview and output to video.

One irritating little bug can cause the program to crash if you try to use too many letters in a filename. Otherwise, the whole system is coherently thought out and smoothly put together.

The instruction book is thorough but still makes for easy reading. Squirrel has put together a challenging and enjoyable package which could prove useful to many people.

In particular, schools who have pupils studying Information Technology should look seriously at TV Director, perhaps as an alternative to teletext emulation packages.

Rog Frost



Palace of puzzles



Product: *Palace of Magic*

Price: £9.95 (cassette), £11.95 (5.25in disc), £14.95 (3.5in disc).

Supplier: *Superior Software, Regent House, Skinner Lane, Leeds LS7 1AX*

PALACE of magic is the latest in a long line of arcade adventures from Superior Software. It's similar in many respects to an earlier release – Citadel.

The scenario is quite simple: You have offended an evil wizard called Caldeti (an anagram of Citadel) and he has turned you into a dwarf and banished you to one of his old homes – The Palace of Magic.

A transporter is your only means of escape. This is hidden somewhere in the palace and grounds which cover a total of 100 screens.

You can move left and right and jump up to twice your height to climb over obstacles. In addition, you can also shin up ropes and climb ladders to reach otherwise inaccessible levels.

Scattered about the palace are lots of coloured bases, some of which have keys, ropes, gold bars and other useful objects standing on them. You can pick up or drop objects while

standing on one of these bases and you can carry two at a time.

The keys are letter coded and are used to open similarly coded gates which block your route through the palace. Your task is made a lot harder by the fact that you are not the only living creature – the palace is crammed full of all sorts of unusual and nasty monsters who are out to get you.

If you bump into any of these, you don't die immediately, but they drain your energy and when this reaches zero you perish and the game is over.

The maze is complicated and the puzzles are challenging, but not impossible. Some of the solutions are so obvious once you've discovered them you'll kick yourself for not working them out sooner.

The Mode 5 graphics are quite good and most of the objects look like what they are supposed to be, which is a big help when it comes to figuring out where they should be used.

One or two things are difficult to distinguish and I was stumped by a

funny looking blob on the balcony outside the church – it turned out to be a Bishop.

There isn't a lot of sound in the game, but then it doesn't require much and I didn't miss it. The only real criticism I can make is that it doesn't have a save game facility.

I have to admit to being an avid arcade adventure fan. I haven't yet fathomed all the mysteries of Citadel and I know there are a lot of people in the same boat.

Now with Palace of Magic to escape from as well, I foresee many more late nights of problem solving for a lot of adventurers.

Desmond

Sound.....	5
Graphics.....	9
Playability.....	9
Value for money.....	9
Overall.....	9

Soap opera

Program: *Suds*

Price: £4.00

Supplier: *Riverdale Software, 95 Princeton Avenue, Manchester M9 3JW, Tel: 061-795 4549*

TELEVISION, these days seems congested with soap operas. Whether it is a simple British offering in the mould of Eastenders, a dire Australian attempt like Sons and Daughters or an elaborate American extravaganza such as Dynasty, whenever we switch on, it is the continuing story of such and such.

I suppose it was only a matter of time before these everyday lives found their way into computer adventures. Suds is unashamedly a direct spoof on the four major British soaps – Emmerdale Farm, Coronation Street, Cross-Roads and Eastenders – but the names have been changed to protect the innocent.

The adventure loads in four parts, though you don't need to complete each one in order to progress to the next. However, each section is undoubtedly more difficult than its predecessor.

You are required to negotiate the puzzles of Emeroyd Farm then catch a train to the mean streets of Manchester and the perils of Abdication Street.

If you successfully overcome the traps of the TV studio, the Cross-Eyes motel looms where the mad arsonist awaits you.

Finally, if you haven't lost your sanity, who knows what the fabled land of the Dead Enders has in store for you.

I have now completed the Emeroyd Farm section and have made major inroads into the three other parts of this mega-game, and life is becoming complex beyond imagination – after all, isn't that what soap operas are all about?

The puzzles in part one, although logical in retrospect, are ingenious and riddled with superb puns.

For instance, upon climbing a tree I discovered a herring which I duly smoked over a war women's camp fire. Hey presto, I had a red herring. However, this has a particular use which I will leave you to discover.

Later in the adventure I had to pour a bucket of cement over some relatives who were blocking my path to

the next section. Of course, the result was to cement relations.

The Black-Pudding bomb in Abdication street is something else and I don't think Equity would be too pleased to discover its purpose.

A skeleton will provide a key to succeeding at the Motel, where the problems have had me scratching my head for nights on end. Meanwhile the Dead Enders have quite a few surprises awaiting even the most experienced of adventurers.

This is a truly addictive adventure which requires as much thinking and planning as key tapping. The humour is refreshing and something in the mould of What's Eeyore's? or Locks of Luck.

American Suds is now in production with an Australian version to follow. In the meantime, I suggest you go out and buy Suds immediately.

Pendragon

Presentation.....	7
Atmosphere.....	8
Frustration Factor.....	9
Value for Money.....	10
Overall.....	8

Superb compilation

Program: *Power Pack II*

Price: £9.95

Supplier: Audiogenic, PO Box 88,
Reading, Berkshire RG7 4AA.

Tel: 0734 303553

THE passion for resurrecting old games continues unabated, this time with a compilation from Audiogenic. It is, however, good to see that not all of the bundled titles are re-released oldies: Two of the games are making their first appearance.

The first of these is *Saracoid*, a superb shoot-'em-up. The sprites are large and colourful, the controls simple and the action smooth and fast.

One point that impressed me is it gets off to such an easy start. So many shoot-'em-ups start hard and just get harder – it's a pleasant change to find one that anyone can play. In all, I cannot fault *Saracoid* in any way – buy *Power Pack II* for this game alone.

The other newcomer is *Froot Raid*, a fruit machine simulation. I have seen many such programs over the years, but none has really captured the atmosphere of the real thing, simply because there isn't a genuine element of risk.

While this implementation has probably the most comprehensive range of features I've yet seen, it too fails to convey the feel of a real one-armed bandit. Although it represents a technically excellent attempt at computerising an obviously uncooperative subject, without the aspect of real money it doesn't work for me.

Stix is a fast-moving stream of energy darting round the screen in a random fashion. You must fill in areas



of the screen in order to trap *Stix*, but go carefully: One touch is fatal. You can choose either fast or slow fill. Slow gives you a much larger bonus, but is considerably more dangerous.

To make matters worse lethal blobs

home in on you from all sides, making the game quite frantic. One maddening problem is the playing keys are located so closely together it is virtually impossible to play the game with any degree of smooth control. Worse still, you cannot choose your own keys.

This unnecessary flaw unfortunately detracts greatly from what is actually quite an enjoyable game.

Psycastris is an immensely – and deservedly – successful shoot-'em-up featuring the smoothest scrolling ever seen on the Electron. When you flip your ship left and right, the screen scrolls around you.

Although the Electron version is not quite as fast as the one for the BBC Micro, you do at least stand a chance of seeing what's about to hit you. *Psycastris* follows the great idea of "even if it doesn't move, shoot it anyway".

In spite of what the inlay would have you believe, there doesn't seem to be any particular mission – it's really just kill, kill, kill.

The game features some wonderful special effects, including music, multi-player option and a demonstration mode. The only point I found annoying is that you must clear each level in one go, without losing a life.

This niggle aside, *Psycastris* is certainly an impressive piece of programming which has lost none of its addictiveness.

Drain Mania is a fairly standard platform game set in a sewer, of all places. This is, unfortunately, far from deserted: It's populated with a variety of deadly creatures out to do you no good at all.

Luckily they can be killed by a head-butt from below, followed by a swift kick. This can be somewhat hairy, since the platforms are very slippery. As you kill one beastie you will often find yourself sliding helplessly into the jaws of another.

There is recompense, as over the years many coins have been lost down the drains – yours to keep if you can grab them. Although *Drain Mania* is a game I have played on and off for years, I feel most modern game players would find it too elementary to hold their interest for long.

The last two games in the package come from the hand of talented programmer Peter Scott. Both are multi-screen arcade-adventures featuring brightly coloured graphics, lots of objects and mind bending puzzles.

Last of the Free is essentially a combination of a platform game such as



Hunkidory, another Scott offering, and an adventure game. You may run and jump around a number of screens avoiding a variety of moving objects, only to find your way blocked by a door. To open it you must find the correct key.

There are many objects to help you on your way, but use them wisely as they can only be used once. Solving the game requires careful manipulation and time, but tread carefully and you will eventually be free.

Thunderstruck introduces *Spreco*, a cute little character who has since featured in a number of Peter's more recent releases.

A freak accident has trapped you in a medieval castle with a number of other robots, none of which is proving very friendly.

Thunderstruck is more complex than *Last of the Free* and also far more of an adventure game, since your escape can only be engineered by bartering with the castle's other inhabitants. This frequently involves solving complex adventure-style chaining puzzles.

As with its predecessor, to complete the game you must give the right object to the right character – once again you only get one chance with each object. A better game with better graphics.

Power Pack II represents many hours of great fun with something to appeal to everyone. Great value.

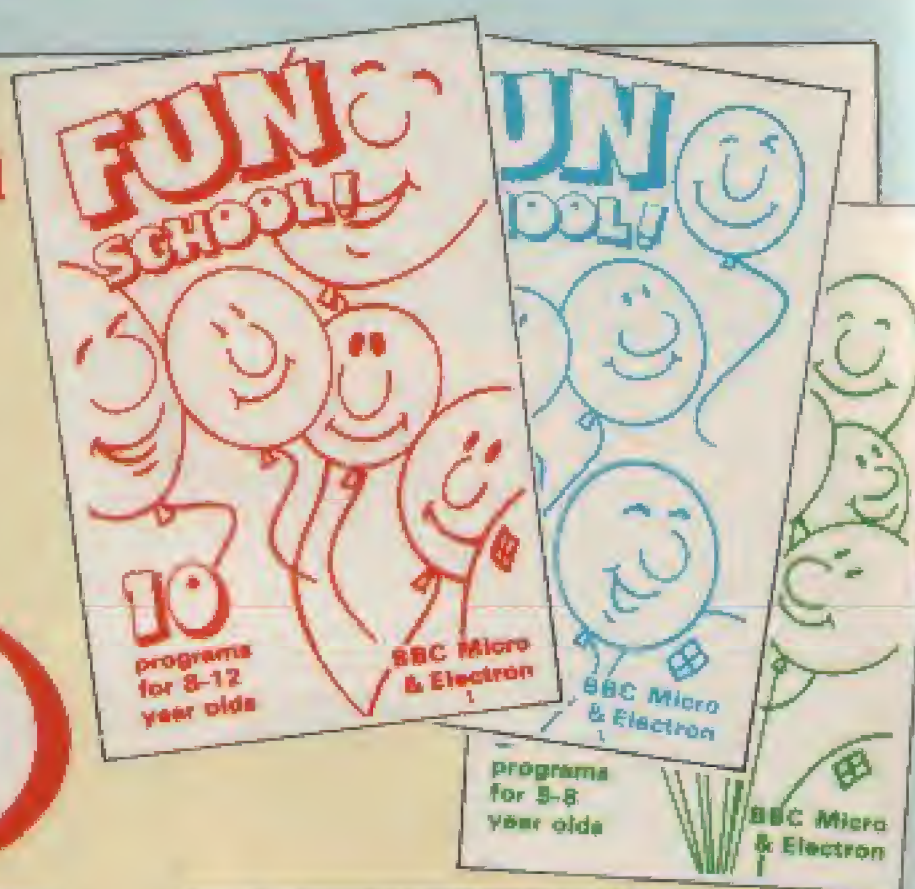
Martin Reed

Sound.....	8
Graphics.....	8
Playability.....	9
Value for money.....	9
Overall.....	9

Learning CAN be fun

- Use your Electron to teach and amuse your children at the same time.
- Three packages crammed full of educational programs – and so easy to use!
- Each program has been educationally approved after extensive testing in the classroom.

ONLY
£4.95 tape
£5.95
3½" disc



Ages 2-5

Alphabet
Colours
Counting
House
Magic Garden
Matchmaker
Numbers
Pelican
Seaside
Snap



PELICAN
Teach your children to cross the road safely at a Pelican crossing



HOUSE
Select the colours to draw a house – hours of creative entertainment

Ages 5-8

Balance
Castle
Derrick
Fred's Words
Hilo
Maths Test
Mouser
Number Signs
Seawall
Super Spell



NUMBER SIGNS
Provide the correct arithmetic sign and aim to score ten out of ten



BALANCE
Learn maths the fun way. Type in the answer to balance the scales

Ages 8-12

Anagram
Codebreaker
Dog Duck Corn
Guessing
Hangman
Maths Hike
Nim
Odd Man Out
Pelmanism
Towers of Hanoi



HANGMAN
Improve your child's spelling with this fun version of the popular game



ODD MAN OUT
Find the word that does not fit – before your time runs out

TO ORDER TURN TO THE FORM ON PAGE 53

HOW many times have you been frustrated by the lack of a joystick option in your favourite game? And how many keyboards have you hammered into submission? The answer to both these questions is likely to be, "Quite often".

Not only is it often easier to play with a joystick, but it also saves the keyboard from being constantly bashed as you try to zap the zombies or save the Earth from destruction yet again.

Unfortunately because the Electron doesn't come with a built-in joystick port, many programmers don't include an option in the game. So you're restricted to keyboard whether you like it or not.

With the utility presented here, however, you can now plug your joystick into your Plus 1 and use it with many of your favourite games. I must stress that it won't work with all software, and you'll need to experiment a little with the games you've got.

The first thing to do is

A joyful utility

Roland Waddilove shows how to add a Plus 1 joystick option to arcade games

type in and save the utility. Before running a game, load and run the joystick converter. You'll be asked to press the keys used in the game for up, down, left, right and fire.

Not all games use all five options. In these cases, choose any old key for the options not needed, they won't be used.

Next enter the address to store the machine code. You need to choose a safe area of ram here, otherwise you're quite likely to crash the micro - it won't do any harm, but you'll have to switch off for a second or two.

If you're not sure where to

store the code, simply press Return without entering anything and the program will decide for you. Having done this, the routine is primed. Don't press Break or you'll disable it.

Now load and run the game you wish to play, and instead of using the keyboard use the joystick. Note that some options may still need to be selected from the keyboard.

The program works by intercepting the main osbyte vector and redirecting it to a short piece of machine code. This checks whether the game being run is trying to read the keyboard using INKEY(-n).

If it is, it looks at the key number in the X register to see if it's one you selected. If so, it reads the joystick instead, otherwise it passes on the osbyte call to the operating system which handles it as normal.

If the game doesn't use INKEY(-n) the keyboard will be read as normal and the joystick will be ignored.

When tested, the routine worked with most magazine listings and even some commercial software - Superior Software/Acornsoft's Planetoid for instance.

So get your games out and start experimenting. Let us know which software it works with. ■

```
10 REM Keyboard->Joystick
20 REM By R.A.Waddilove
30 REM (c) Electron User
40 MODE 6
50 *KEY10 OLD:NRUN:M
60 IF ?$20B<880 CALL!-4
70 PRINT"Keyboard to Joy
stick Converter"
80 LX=FNkey("LEFT")
90 RX=FNkey("RIGHT")
100 UX=FNkey("UP")
110 DX=FNkey("DOWN")
120 FX=FNkey("FIRE")
130 PRINT"Where shall I s
tore the code?"
140 PRINT"(Hit RETURN if y
ou're not sure)":*FX21
150 INPUT "Address=&a$
160 IF a$="" a=&110 ELSE a
=EVAL("&"+a$)
170 vector=&20A
180 FOR i=0 TO 2 STEP 2
190 PX=a
200 LOPT i
210 SEI
220 LDA vector
230 STA osbyte+1
240 LDA vector+1
250 STA osbyte+2
260 LDA #joystick MOD 256
```

```
270 STA vector
280 LDA #joystick DIV 256
290 STA vector+1
300 CLI
310 RTS
320
330 .joystick
340 CMP #881
350 BNE osbyte \INKEY?
360 CPY #8FF
370 BNE osbyte \INKEY(-n)?
380 TXA:PHA:TYA:PHA
390 LDA #880
400 CPX #256-FX
410 BNE left
420 .fire
430 LDX #0
440 JSR osbyte
450 TXA:AND #83
460 BNE pressed
470 .not_pressed
480 LDY #0
490 LDY #0
500 BEQ here
510 .pressed
520 LDX #8FF
530 LDY #8FF
540 .here
550 PLA:PLA
560 RTS
```

```
570
580 .left
590 CPX #256-LX
600 BNE right
610 LDX #1
620 .read1
630 JSR osbyte
640 CPY #200
650 BCS pressed
660 BCC not_pressed
670
680 .right
690 CPX #256-RX
700 BNE up
710 LDX #1
720 .read2
730 JSR osbyte
740 CPY #32
750 BCC pressed
760 BCS not_pressed
770
780 .up
790 CPX #256-UX
800 BNE down
810 LDX #2
820 BNE read1
830
840 .down
850 CPX #256-DX
860 BNE exit
```

```
870 LDX #2
880 BNE read2
890
900 .exit
910 PLA:TYA:PLA:TAX
920 LDA #881
930 .osbyte
940 JMP 0
950 ]
960 NEXT
970 CALL a
980 CLS
990 PRINT"Now load and ru
n the game,"
1000 PRINT"BREAK disables
the routine."
1010 END
1020
1030 DEF FNkey(a$)
1040 PRINT"Hold down the "
a$ key:";
1050 KX=0
1060 KX=KX+1:IF KX=127 KX=1
1070 IF INKEY-KX ELSE 1060
1080 PRINT"OK"CHR$7:*FX21
1090 IF INKEY-KX GOTO 1090
1100 =KX
```


electron user

ARCADE CORNER

compiled by MARTIN REED

MANY thanks to Daniel and Gemma Ellis from Bath, Avon, P. Hacker from Solihull, West Midlands, David Donaldson from Amersham, Bucks, Matthew O'Donnell from Reading, Berks, Rajan Shori from Lee Green, London and M. Eastmond from Amersham, Bucks for the selection of pokes, tips and cheat modes featured this month. Keep 'em coming!

Share your hints, tips, peeks and pokes with fellow *Electron User* arcade addicts, but please ensure they are all your own work. Send them to:

Arcade corner
Electron User
68, Chester Road
Hazel Grove
Stockport
SK7 5NY

Vegas Jackpot – Mastertronic

When you are given the option of collecting your winnings or gambling, press the Shift+Control keys together. If you now gamble you will always win.

Hunkidory – Bug-Byte

The inlay card mentions that pressing Control+C does strange things. This key combination actually activates a level-jump, allowing immediate access to any of the game's 20 screens.

After the game has loaded, press S for sound

or Q for quiet then Control+C. Keys 0 to 9 will start you on levels 1 to 10 and keys Q to P (the keyboard row underneath the number keys) select levels 11 to 20.

The game immediately starts on the level selected. When that game has ended simply repeat the process and select the level again.

Escape from Moonbase Alpha – Micro Power

Load the game as normal then get yourself killed – not too difficult a task. Answer N to the prompt "Another game?" then LIST 700.

The variables S%, G% and P% stand for the initial values of your strength, gold and hulk pills respectively.

Change these to whatever you want, then simply type RUN to restart the game with these new values.

Blagger – Alligata

To equip yourself with infinite lives, enter the following lines:

```
*LOAD EBLAG2 900  
*LOAD EBLAG3 1900  
*LOAD EBLAG4 1060  
*LOAD EBLAG5 400  
*LOAD EBLAG6 2400  
*LOAD EBLAG7 000
```

then enter the pokes themselves:

```
?82913=8EA  
?82914=8EA  
?82916=8EA
```

followed by CALL &1900 to start the game.

Killer Gorilla - Micro Power

Type in the following program and save it to tape as "KG-MOD".

```
10 *LOAD GORILLA 3800
20 *LOAD GORILLA2
30 ?83404=830
40 ?8340A=831
50 ?83410=832
60 ?83416=833
70 !8341D=800206F4C
80 $81021="David Donald
son":?810A2=807:810AA=809
:810B2=800
90 MODE 4:PRINT TAB(2,9
);"Normal(Y/N)? ";:FX15
100 GX=GET:IF GX<>78 THE
N PRINT"yes":SX=1:TX=0:GOT
O 220
110 PRINT "No" Please
type the level no.(1-3):
120 GX=GET:IF GX<49 OR G
X>51 THEN GX=49
130 VDU GX:TX=GX-48:REM
```

```
start level no.
140 PRINT" Please typ
e the screen no.(1-4): ";
150 GX=GET:IF GX<49 OR G
X>52 THEN GX=49
160 VDU GX:TX=GX-49:REM
start screen no.
170 PRINT" Do you want
infinite lives(Y/N)? ";
180 GX=GET:IF GX<>89 THE
N PRINT"no" ELSE PRINT"yes
":LX=2:!81E44=8031001A9:GO
TO 220:REM infinite lives
190 PRINT"Please type t
he no. of lives(1-255): ";
200 INPUT"AS:IF VAL(AS)
<1 OR VAL(AS)>255 THEN VDU
31,37,17,51,10:AS="3"
210 PRINT TAB(37,17):AS:
?8110F=VAL(AS):REM no. of
lives
220 FOR IX=0 TO 2 STEP 2
:PX=81112:COPY IX
230 JSR 8120:NOP:NOP:NOP
:NOP
240 J:PX=8120:COPY IX
250 LDX# SX:STX 867:LDX#
TX:STX 825:LDX# 0:RTS
260 J:NEXT
```

```
270 MODE 5:VDU 28,2,29,1
6,25,12:CALL 83400
```

To start:

```
CHAIN "KILLER"
```

then press Escape after the title page comes up. Type:

```
PAGE=83900
CHAIN "KG-MOD"
```

then reload KG-MOD from your own cassette. After KG-MOD has loaded replace the Killer Gorilla cassette in the recorder and press PLAY.

When the GORILLA and GORILLA2 files have loaded you will be asked which level you wish to start on, whether you want extra lives and so forth. After selecting these the game will start.

Mr Wiz - Superior Software

When playing the game hold down Space+Escape to jump to the next screen.

Swoop - Micro Power

To obtain infinite lives enter:

```
CHAIN "SWOOP"
```

then press Break when it has loaded. This defines the envelopes. Now type:

```
*LOAD PICTURE
*LOAD MEMORY
*LOAD GAME
```

and enter the following pokes:

```
?81B47=8EA
?81B48=8EA
```

Finally CALL &1900 to start the game.

Mousetrap - Tynesoft

The following poke gives up to 45 lives in Mousetrap. To start:

```
LOAD "MOUSE"
```

then enter:

```
150 *LOAD TRAP
and type RUN. When the
game has finished load-
ing and the BASIC
prompt has reappeared,
type:
```

```
?81808=x
```

where x is the number of lives. Do not select more than 45 otherwise the screen display will be corrupted. Finally CALL &1100 to start the game.

SOFTWARE AT BARGAIN PRICES

SPECIAL PURCHASE

Plus I Interface
with View Wordprocessor

£53.95

Plus I only

£44.95

GP3	£7
Chess	
Boxer	
Hopper	
Snapper	
Sphinx Adv	
Swoop	
Stock Cars	

GP4	£7
Arganians	
Starship Command	
Boxer	
Tarzan	
Brian Jacks Challenge	

INT 2	£5
Me & My Micro	
Business Games	
Cocktail Maker	
Sphinx Adv	
Boxer	
Watch your Weight	

INT 3	£5
Turtle Graphics	
Cocktail Maker	
Hopper	
Me & My Micro	
Know your PSI-Q	
Know your Personality	

NEW BUDGET RANGE FROM SUPERIOR AT £2.49

Fruit Machine
Invaders
Draughts
Reversi
Stranded
Mr Wiz
Chess
Smash and Grand
Percy Penguin
World Geography
Allen Dropout
Centibug
Zany Kong Jnr
Overdrive
Tempest

LANGUAGES

Linkword Italian	£2.25
Linkword German	£2.25
Linkword Spanish	£2.25

ACORNSOFT TITLES

Sphinx Adventure	£1.00
Starship Command	£1.00
Hopper	£1.00
Chess	£1.00
Arcadians	£1.00
Talkback	£1.50
Workshop	£1.50
Desk Diary	£1.00
Business Games	£1.00
Boxer	£1.00
Me and My Micro	£1.00
Snapper	£1.00
Complete Cocktail Maker	£1.00
Watch Your Weight	£1.00
Creative Graphics	£2.50

OTHER TITLES

Turtle Graphics	£2.25
Advanced User Guide	£3.25

VAN BERG SERIES

I Do	£1.50
------	-------

Theatre Quiz	£1.50
English CSE/GCE	£2.00
Biology CSE/GCE	£2.00
Maths 1 CSE/GCE	£2.00
Maths 2 CSE/GCE	£2.00

ROM CARTRIDGES

View (Wordprocessing)	£11.95
Viewsheets	£11.95
Logo	£28.50
Lisp	£7.75

MIRRORSOFT EDUCATIONAL AT £2.99 EACH

Count with Oliver
Joffe Plans (Weight Watching)
Know your PSI-Q
Know your Personality
Look Sharp

A.S.K. AT £2.99 EACH

Cranky
Words, Words, Words
Number Chaser

MICROPOWER TITLES AT £1.99 EACH

Croaker
Danger UXB
Electron Invaders
Escape from Moonbase Alpha
Felix and Fruit Monsters
Frenzy
Galactic Commander
Positron
The Mine
Swoop
The Gauntlet
Ghouls
Rubble Trouble
Bandits at 3 'O'clock
Stock Cars
Swag
Felix in the Factory

BUDGET TITLES

Cascade (50 Games)	£2.99
--------------------	-------

Daredevil Dennis	£1.99
Snooker (Visions)	£1.99
Millionaire	£1.99
Bird Strike	£1.99
Licence to Kill	£1.99
Tarzan (Martech)	£2.99
Dunjunz	£2.99
Football Manager	£2.99
Flight Path 737	£2.99
Hercules	£1.99
Hunkey Dorey	£2.99
Ice Hockey	£2.99
Kane	£1.99
Micro Value (4 games)	£3.99
Plan B	£2.99
Roboto	£2.99
Sky Hawk	£2.99
Star Force 7	£2.99
Tennis	£2.99
Vegas Jackpot	£1.99

CURRENT TITLES

Play It again Sam	£7.50
Palace of Magic	£7.50
Strykers Run	£7.50
Codename Droid	£7.50
Crazee Rider	£7.50
Brian Clough Football	£12.50
Collosus 4 Chess	£7.50
Future Shock	£6.50
Psycastria	£6.50
Sphere of Destiny	£6.50
Superior Hits Vol 3	£7.50
Elite	£10.50
Five Star Games 2	£7.50
Ravenskull	£7.50
10 Computer Hits 1	£7.50
10 Computer Hits 2	£7.50
10 Computer Hits 3	£7.50
Computer Hits 5	£5.95
Around World Repton	£5.50
Repton 3	£7.50
Paper Boy	£7.50

TOWERHILL COMPUTERS LTD

Unit 2 Wharfside

Fenny Stratford, Milton Keynes, MK22AZ.

Telephone: Milton Keynes (0908) 74246

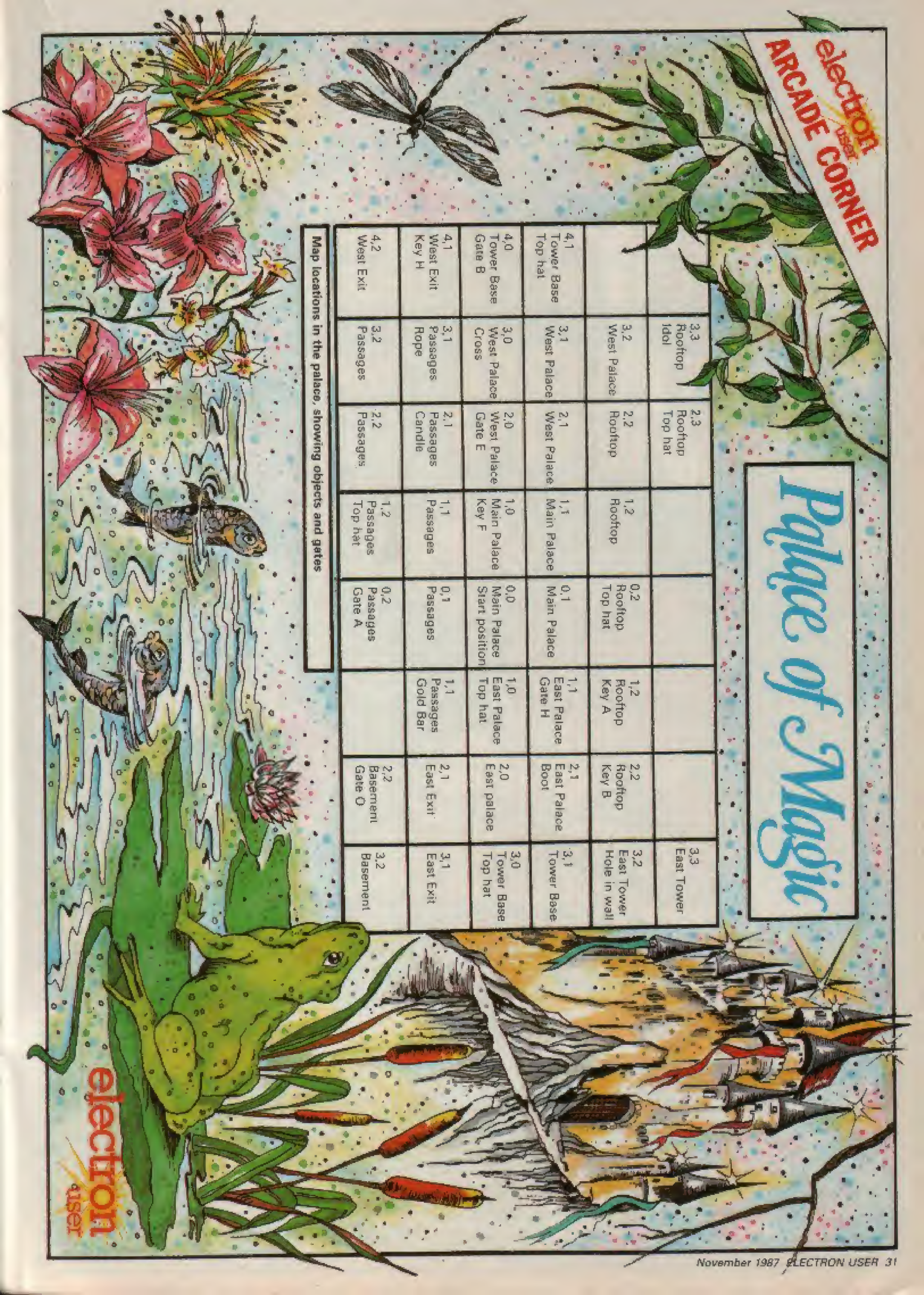
ALL PRICES INCLUDE V.A.T. AND P&P. OVERSEAS ORDERS ADD £1.00



Palace of Magic

	3,3 Rooftop Idol	2,3 Rooftop Top hat				3,3 East Tower
	3,2 West Palace	2,2 Rooftop	1,2 Rooftop	0,2 Rooftop Top hat	1,2 Rooftop Key A	2,2 Rooftop Key B
4,1 Tower Base Top hat	3,1 West Palace	2,1 West Palace	1,1 Main Palace	0,1 Main Palace	1,1 East Palace Gate H	2,1 East Palace Boat
4,0 Tower Base Gate B	3,0 West Palace Cross	2,0 West Palace Gate E	1,0 Main Palace Key F	0,0 Main Palace Start position	1,0 East Palace Top hat	2,0 East palace
4,1 West Exit Key H	3,1 Passages Rope	2,1 Passages Candle	1,1 Passages	0,1 Passages	1,1 Passages Gold Bar	2,1 East Exit
4,2 West Exit	3,2 Passages	2,2 Passages	1,2 Passages Top hat	0,2 Passages Gate A	2,2 Basement Gate O	3,2 Basement

Map locations in the palace, showing objects and gates



EXPERIENCE THE REAL THING!

WIN A WINTER OLYMPIC HOLIDAY WORTH MORE THAN £2000

WINTER OLYMPIAD 88



WINTER OLYMPIAD'88

Winter Olympiad '88 is undoubtedly the best winter sports simulation to date. It features the classic winter olympic events; Ski Slalom, Giant Slalom, Two man bob, Ski-Jump, Biathalon and Speed Skating. These have been depicted in a way not seen on any home computer before. The result is a phenomenally realistic and spell-binding game.

Available on the following formats:

- CBM64, BBC/ELECTRON, ATARI £9.95
- SPECTRUM, AMSTRAD, C16/+4 £7.95
- DISK - BBC £14.95
- MASTER COMPACT £14.95
- ATARI 8 BIT £14.95
- ST. £19.95 • AMIGA £19.95
- IBM £19.95



TYNESOFT

COMPUTER SOFTWARE

ADDISON INDUSTRIAL ESTATE · BLAYDON · TYNE & WEAR · NE21 4TE · TEL: 091 414 4611

THE GUNPOWDER PLOT

Help Guy Fawkes escape the pursuing Beefeaters in ANTHONY HOUGHTON's exciting arcade game

IN the year 1605, a young Briton by the name of Guy Fawkes, tunnelled into a cellar below the Houses of Parliament and filled it with barrels of gunpowder.

His plan was to sneak into the building unnoticed on November the fifth at the opening of Parliament when the King, Lords and Commons were all assembled. He then planned to set light to the fuse and make his escape before the gunpowder exploded, blowing up the whole house and bringing proceedings to an abrupt end.

Unfortunately for Guy and his fellow conspirators, the plot was discovered on the previous day. The Beefeaters caught them and they were all executed as traitors in January of 1606. Henceforth, their conspiracy became known as the Gunpowder Plot.

Now, in this superb machine code arcade game, you can take on the role of Guy Fawkes as he tries to outrun the Beefeaters intent on his capture. His

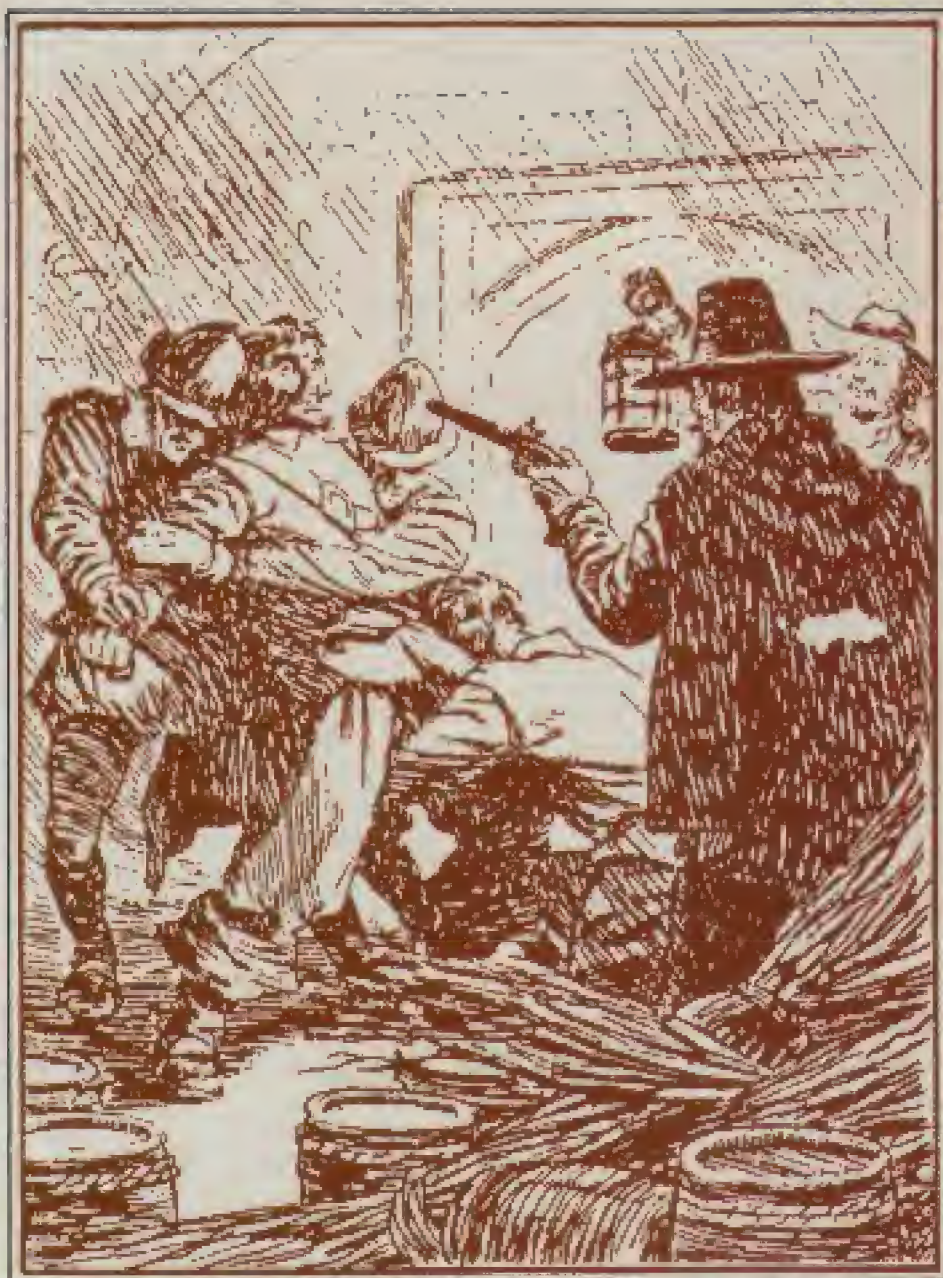
only chance of escape is to lure his foes into the barrels of gunpowder left in the cellar and blow them up.

Can you change the course of history and help him make good his escape? Only you will know when you play Fawkes' Run.

When each level has been completed the next appears with more Beefeaters, faster movement and one extra life awarded, up to a maximum of nine.

When typing in the game you should note that the Escape key is disabled at line 40. This line should be omitted until your typing has been completely debugged. Also, the function key buffer has been used for workspace by the machine code, so any *KEY definitions stored there will be erased.

If the program is rerun after pressing Escape, it may hang due to the redirection of the event vector in the machine code. This can be avoided by using Break to halt the program instead. ■



VARIABLES

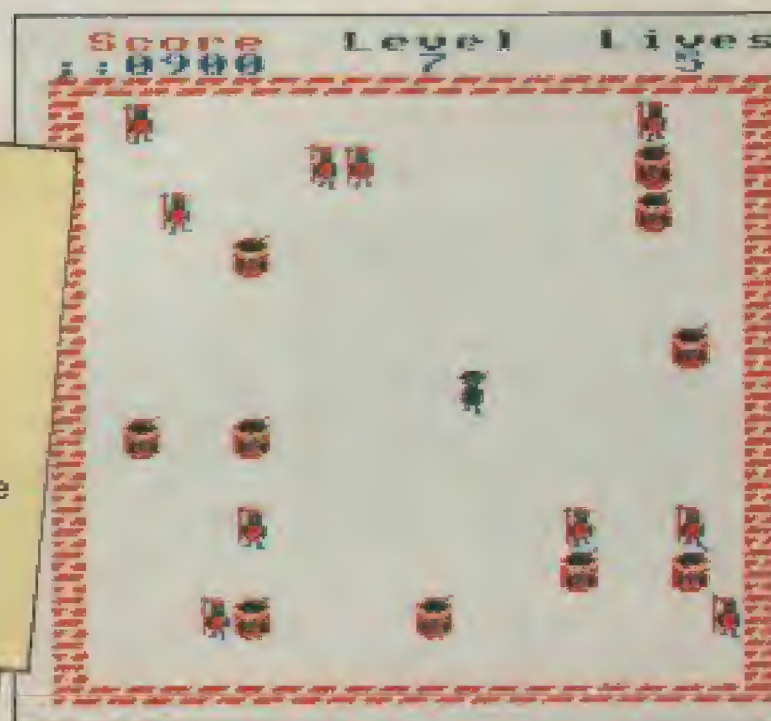
lives	Number of men remaining.
level	Current level of play.
speed	Speed of game.
beefs	Number of Beefeaters.
sprite	Start of sprite routine.

PROCEDURES

assem	Assemble the machine code.
init	Initialise the game.
kill	Deal with Fawkes' capture.
game	Play the game.
instruct	Display the title screen.

CONTROLS

Z	Right
X	Left
*	Up
?	Down
S	Sound on
Q	Sound off
Copy	Pause the game
Delete	Restart a paused game
Escape	Quit the current game



Turn to Page 35 ►

More great Electron games

This month we introduce a new volume in our Ten of the Best series – 10 more games to give you many hours of fun and entertainment.

These four packages are crammed with the best games from the last two years of Electron User. As an added bonus a previously unpublished game has been added to each one – stunning machine code masterpieces from our technical wizard, Roland Waddilove.

So give yourself a treat... with the most popular games compilations we've ever produced.



ONLY
£5.95 tape
£6.95 3½" disc

Volume 1

Jam Butty: Machine code simulation of high drama on a building site.
Golf: Play a round by yourself, or play against your pals.
Haunted House: Fight against all the odds to get out alive.
Space Hike: Another classic. Help the spaceman avoid marauding monsters.
Park's Peril: Help Parky through an invisible maze, racing against time.

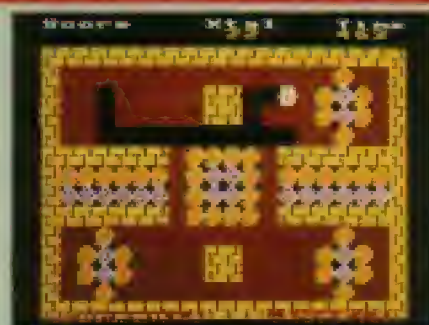
Rally Driver: All the thrills of high-speed driving with none of the risks.
Alphaswap: Your letters are in a twist. Can you put them in order.
Knockout: Fast and furious action as you batter down a brick wall.
Money Maze: Avoid ghosts and collect coins in an all-action arcade classic.
Lunar Lander: The traditional computer game specially written for the Electron.

Volume 2

Atom Smash: Machine code thrills as you help to save the world from destruction.
Bunny Blitz: Go egg collecting, but keep away from proliferating rabbits.
Castles of Sand: Build castles – but beware the rising tide and hungry sandworms.
Reaction Timer: Test your reactions with this traffic lights simulation.
Solitaire: The Electron version of the age-old game

of logic and patience.
Jumper: Jump for your life in this exciting arcade action game.
Break free: Test your wits and reflexes in this popular classic ball game.
Code breaker: Crack the code in a colourful if frustrating brainteaser.
Parachute: Save the plunging sky divers from a watery end...
Star fighter: Attack the bandit ships in this fast-moving 3D punch up.

Volume 3



Rockfall: Come diamond mining in this fun packed game with its own screen designer.
Karate Warrior: Win your black belt in this gruelling test of karate skill.
Grand Prix: Battle your way into the lead in this tricky racing simulation.
Invasion Force: Can you survive wave after wave of relentlessly advancing aliens.
Grebit: Guide the frog across the busy road then across the fast-flowing river!

Fruit Worm: Steer the worm towards the fruit while avoiding rocks and its ever-growing tail.
Manic Mole: Watch out for melting platforms and conveyor belts in your quest for jewels.
Skramble: Fly your fighter fast and low over the landscape to penetrate enemy territory.
Mr. Freeze: You'll need speed and strategy to reach the ice blocks before they melt away.
Paint Roller: Steer a speeding roller, run over paint pots but keep clear of the rocks.

Volume 4



Lunar Invasion: Defend the moon from wave after wave of marauding aliens in this superb multi-screen arcade game.
Howzat: Try not to get caught out in this vivid recreation of a day's test cricket.
Snapdragon: Enjoy this two-player micro version of the familiar card game.
Day at the Races: Fancy a flutter? You can bet your shirt in safety in this two-player horse racing game.
Reversi: Combine cunning and chance as you try to out-think your Electron at this classic

board game.
Fishing: Relax and enjoy a quiet afternoon by a shady brook. You'll regret if you let this one get away.
Cavern Capers: Escape from the depths of the planet by blasting oil drums and dodging deadly fireballs.
Craël: Escape from the maze and win the beautiful princess in this superb text adventure.
Oxo: High strategy meets low cunning in a logic game to strain your brain.
Missile Attack: Defend your city from a missile invasion and save it from certain doom.

TO ORDER TURN TO THE FORM ON PAGE 53

Gunpowder Plot listing

◀ From Page 33

```

10 REM Fawkes Run
20 REM By A.Houghton
30 REM (c) Electron User
40 *FX229,1
50 MODE6:PROCas:sen:REPEAT
MODE5:PROCinstruct:PROCwait
60 REPEAT:MODE5
70 PROCinit:PROCscreen
80 PROCgame
90 IF?flag=27UNTIL1:UNTIL
0
100 COLOUR3:PRINTTAB(5,31)
"GAME OVER";
110 TIME=0:REPEATUNTILTIME
>200:CLS:COLOUR1:PRINTTAB(1,
5)"You scored ";:COLOUR2:CAL
Lpnat:COLOUR1:PRINT"TAB(3)"
on level ";:COLOUR2:PRINT;le
vel
120 GOCL0,3:MOVE0,500:PL07
21,1280,500
130 PROCwait
140 UNTIL0
150 DEFPROCgame:REPEAT:PRO
Cinitg:CALLmain:IF?flag=1PRO
Ckill ELSEIF?flag=2PROCclear
ED ELSEUNTIL1:ENDPROC
160 UNTILLives=0:ENDPROC
170 DEFPROCkill:!&70=!gadr:
CALLprint:!&70=!gadr:CALLst
ore:V0U17,2,31,(?gx)+1,(?gy)
*2+4,225,8,10,226
180 FORN=200TO100STEP-10:
SOUND1,1,NX,1:NEXT:lives=liv
es-1:TIME=0:REPEATUNTILTIME>
100
190 IFLives !&70=!gadr:stl
p2?1=&72:stlp2?3=&70:CALLsto
re:stlp2?1=&70:stlp2?3=&72
200 PROClives:ENDPROC
210 DEFPROCcleared
220 bonus=100*Level:COLOUR
3:PRINTTAB(2,31)"bonus:";:CO
LOUR2:PRINT:bonus;:FORN=bon
us DIV10TO1STEP-1
230 bonus=bonus-10:COLOUR2
:PRINTTAB(8,31);bonus";:CA
LLinsc:SOUND0,-15,6,1:TIME=0
:REPEATUNTILTIME>2:NEXT
240 REPEATUNTILTIME>100
250 level=level+1:IF?bfs<3
2 ?bfs=?bfs+1
260 IF?speed<255 ?speed=?s
peed+1
270 IFLives<9lives=lives+1
280 CLS:PROCscreen:ENDPROC
290 DEFPROCscreen:COLOUR1:
PRINTTAB(0,3)STRINGS(20,CHR$
224);:FORN=5TO20:V0U31,0,NX,
224,31,10,NX,224:NEXT:PRINTT
AB(0,30)STRING$(20,CHR$224);
:PRINTTAB(1,1)"Score":COLOUR
3:PRINTTAB(8,1)"Level"TAB(15
,1)"Lives"
300 COLOUR2:CALLpscore:PRO
Clevel:PROClives:FORN=0TO25
0STEP4:NX!BB00=0:NEXT
310 FORN=1TO10:REPEAT:X%=
RND(16):Y%=RND(11):A%=X%+18*
Y%:UNTILX%<>10ANDY%<>6ANDX%?
BB00=0:A%?BB00=1:CALLcalcadr
:1B70=!&80:1B72=&A40:CALLprin
t:NEXT
320 FORN=1TO?bfs:REPEAT:X
%=RND(18)-1:Y%=RND(13)-1:A%=
X%+18+Y%:UNTILX%<>10ANDY%<>6

```

```

ANDAX?&B00=0:?FNfma(B)=XX:?F
Nfma(1)=YX:?FNfma(2)=AX:?FNf
ma(3)=(N%M002)*&40+(RND(2)-1
)*&20
330 CALLcalcdadr:?(N%-1)*2
+&CC0)=?&B0:?((N%-1)*2+&CC1
=?&B1:!*70=!&B0:!*72=&A00+(
?FNfma(3))AND&20):CALLprint:
AX!&B00=2:NEXT
340 ?monk=0:?monk2=0:?mo
ns2=?bfs:ENDPROC
350 DEFPROCinitg:PROCgetpo
s:?gx=XX:?gy=YX:?gpos=XX+18*
YX:CALLcalcdadr:!*70=!&B0:?ga
dr=?&B0:gadr?1=?&B1:!*72=&9C
0:?gdat=&C0:?dacing=&C0:?ste
p=0:CALLprint
360 COLOR3:PRINTAB(7,31)
'READY!':FORN=1TO1000:NEXT:
PRINTAB(7,31)';:COLO
UR2:ENDPROC
370 DEFPROCgetpos:IF?&B76=
0XX=10:YX=6:ENDPROC ELSEREFE
AT:XX=RND(4)+7:YX=RND(4)+3:AX
=XX+YX*18:UNTILAX?&B00=0:EN
DPROC
380 DEFPROCleve(:PRINTAB(
9,2)RIGHTS(" "+STR$level,2)
:ENDPROC
390 DEFPROCclives:PRINTAB(
16,2)RIGHTS(" "+STR$lives,2
):ENDPROC
400 DEFfma(nX)=(N%-1)*4+
&C0+nX

```

This is one of hundreds of programs now available FREE for downloading

MicroLink

In addition to these many BBC Micro programs will also run on the Electron.

```

410 DEFPROCinit:V0U23:8202
;0;0;0;19,3,4;0::lives=5:7sc
ore=0:score?1=0:score?2=0:le
vel=1:7bfs=4:7speed=242:ENDP
ROC

420 DEFPROCassem:a=88E:b=8
80:c=870:d=872:RESTORE1140:F
ORNX=890B708A5FSTEP4:READ!NX
:NEXT

430 V0U23,224,126,254,252,
0,231,239,207,0:V0U23,225,56
,124,124,254,214,214,254,124
:V0U23,226,108,40,56,130,108
,56,108,130

440 ENVELOPE4,1,3,2,-2,6,6
,6,100,0,0,-5,100,0:ENVELOPE
1,129,-15,-0,-3,10,10,10,126
,0,0,-126,126,126

450 DIMX4000:1F1NKEY=256=
t:timer=829F:ELSEtimer=82A0

460 FORP=0TO2STEP2:PX=0X:C
OPTP

470 .sprite JSRprint:LDA87
4:STAC:LDA875:STA871:LDA876:
STAD:LDA877:STA873

480 .print LDX:2:.plp1 LDY
:15:.plp2 LDA(d),Y:EOR(c),Y:
STA(c),Y:DEY:8PLplp2

490 LDAc:CLC:40C:B40:STAc:
LDA87f:ADC:1:STA871:LDA0:ADC
:16:STAd:DEX:8NEplp1:RTS

500 .store LDA:8E0:STAd:LD
A:8A:STA873:LDX:2:.stlp1 LDY
:15:.stlp2 LDA(c),Y:STA(d),Y
:DEY:8PLstlp2

510 LDAc:CLC:60C:B40:STAc:

```

```

LDA$71:ADC:1:STA$71:LDA$:ADC
:16:STAD:DEX:BNestlp1:RTS
520 .calcdadr INX:STX$88:TY
A:CLC:ADC:2:JSRmult280:LDA$8
8:JSRmult10:CLC:LDA$:ADC$82:
STA$:LDA$81:ADC$83:ADC:858:S
TAB$1:RTS
530 .mult280 ASL A:TAX:L0A
&C360,X:STA $81:L0A B&C36E,X
:STA B:RTS
540 .mult10 LDY:0:STX$83:S
TA$82:LDX:4:.mlp2 ASL&82:ROL
&83:DEX:BNEmLp2:RTS
550 .gadr EQUW0:.gdat EQU
&900
560 .gpos EQU$00:.gdir EQU$
00:.gx EQU$00:.gy EQU$00:.step
EQU$00:.facing EQU$00
570 .keys LDA:0:STAgdir:LD
A:129:LDY:&07:LDY:&FF:JSR&FF
F4:TYA:BEQnotup:LDAgy:BEQnot
up:LDA:&EE:STAgdir:DECgy
580 .notup LDA:129:LDX:&97
:LDY:&FF:JSR&FFF4:TYA:BEQnot
do:LDAgy:CMP:12:BEQnotdo:LDA
:18:CLC:ADCgdir:STAgdir:INCg
y
590 .notdo LDA:129:LDX:&9E
:LDY:&FF:JSR&FFF4:TYA:BEQnot
le:LDAgy:BEQnotle:LDA:&FF:CL
C:ADCgdir:STAgdir:DECgx
600 .notle LDA:129:LDX:&BD
:LDY:&FF:JSR&FFF4:TYA:BEQnot
ri:LDAgy:CMP:17:BEQnotri:LDA
:11:CLC:ADCgdir:STAgdir:INCgx
610 .notri LDAgdir:BNEnewp
os:RTS:.newpos LD$step:EOR:&
20:STA$step:LDAgpos:CLC:ADCgd
ir:STAgpos:LDAgdir:CMP:&EE:B
NEnup:LDA:b:STAfacing:JMPclo
s
620 .nup CMP:18:BNEndo:LDA
:&00:STAfacing:JMPclos:.ndo
CMP:&FF:BEQle:CMP:17:BEQle:C
MP:&ED:BNEnle:.le LDA:0:STAf
acing:JMPclos:.nle LDA:&40:S
T Afacing
630 .clos LDY:0:.oslp LDAo
stab,Y:CMpgdir:BEQfindos:INY:
INY:INY:JMPosl:.findos LDAo
stab+1,Y:STAoffset:LDAostab+2
,Y:STAoffset+1:.rts1 RTS
640 .ostab EQU&ED:EQUW&F
B8:EQU&EE:EQUW&FC0:EQU&EF
:EQUW&FC8:EQU&EFF:EQUW&FF8
:EQUB1:EQUW8:EQUB17:EQUW&138
:EQUB18:EQUW&140:EQUB19:EQUW
&148
650 .offset EQUW0
660 .avg LDAgdir:BEQrts1:L
DAgadr:STA$:LDAgadr+1:STA$71
:LDAgadr:CLC:ADCoffset:STAg
adr:STA$74:LDAgadr+1:ADCoffse
t+1:STA$75:STAgadr+1
670 .prg LDAgdat:STAd:LDA:
9:STA$73:LDA:0:CLC:ADCstep:A
DCfacing:STAgdat:STA$76:LDA:
9:STA$77:JMPsprate
680 .speed EQU$242
690 .esc LDA:27:STAfag:RT
S:.tflag EQU$00
700 .main LDAspeed:STAtime
r:LDA:0:STAfag
710 .mainloop LDA:129:LDX:
&8F:LDY:&FF:JSR&FFF4:TYA:BN
esc:LDA:129:LDX:&96:LDY:&FF:
JSR&FFF4:TYA:BNepause
720 JSRkeys:JSRmvg:JSRctr

```

```

mons:JSRrvmons
730 JSRwait
740 JSRavg:LDAmonlk:EOR:#2
B:STAmnlk:JSRrvmons
750 LDAflag:BNEmmons:LDYg
pos:LDA#B00,Y:CMP:2:BEQdead:
CMP:1:BEQdead
760 JSRwait:JMPmainloop
770 .dead LDA:1:STAflag:n
mons RTS
780 .pause LDA:#29:LDX:#A6
:LDY:#FF:JSR#FFF4:TYA:BEQpau
se:LDAspeed:STAimer:JMPmai
loop
790 .wait BITtimer:BMIwait
:LDAspeed:STAimer:LDA:#9:JMP
#FFF4
800 .score EQU00
810 .pscore LDA:37:JSR#FFE
E:LDA:0:JSR#FFEE:LDA:2:JSR#F
FEE:.pnac LDAscore:JSRdigit:
LDAscore+1:JSRdigit:LDAscore
+2
820 .digit TAX:LSRA:LSRA:L
SRA:LSRA:JSRasci:TXA:AND:#F:
.asci CLC:ADC:#30:JMP#FFEE
830 .bfs EQU00:.mons2 EQU0
0:.fnl EQU00:.monlk EQU00:.m
onlk2 EQU00
840 .ctrlmons LDAbfs:STAfn
l:.mnlp DECfnl:LDAfnl:ASLA:A
SLA:CLC:ADC:#20:STAb:LDA:#C:
STA#3F:JSRmons:LDAfnl:BNEmn
lp:RTS
850 .monon LDY:3:LDA(a),Y:
AND:b:BEQmonalv:.monded RTS:
.monalv LDY:2:LDA(a),Y:TAY:L
DA#B00,Y:CMP:1:BNEmok:JMPmi
nl
860 .mok LDA:B:STA#B00,Y:L
DY:3:LDA(a),Y:AND:#40:BEQver
t:JMPhoriz
870 .vert LDY:1:LDA(a),Y:CM
Pgy:BCCmondo:BEQeqv
880 .monup LDY:2:LDA(a),Y:
SEC:SBC:18:TAY:LDA#B00,Y:CMP
:2:BEQeqv:TYA:LDY:2:STA(a),Y
:LDY:1:LDA(a),Y:SEC:SBC:1:ST
A(a),Y
890 LDY:3:LDA(a),Y:AND:#F0
:ORA:#41:STA(a),Y:JMPmpos
900 .mondo LDY:2:LDA(a),Y
CLC:ADC:18:TAY:LDA#B00,Y:CMP
:2:BEQeqv:TYA:LDY:2:STA(a),Y
:LDY:1:LDA(a),Y:CLC:ADC:1:ST
A(a),Y:LDY:3:LDA(a),Y:ORA:#4
3:AND:#F3:STA(a),Y:JMPmpos
910 .eqv LDY:3:LDA(a),Y:AN
D:#40:BNEmhor:JMPhoriz:.nhor
LDY:3:LDA(a),Y:AND:#B0:STA(
a),Y:JMPmpos
920 .horiz LDY:0:LDA(a),Y:
CMPgx:BCCmonri:BEQeqh
930 .monle LDY:2:LDA(a),Y:
SEC:SBC:1:TAY:LDA#B00,Y:CMP:
2:BEQeqh:TYA:LDY:2:STA(a),Y:
LDY:0:LDA(a),Y:SEC:SBC:1:STA
(a),Y:LDY:3:LDA(a),Y:AND:#B0
:ORA:4:STA(a),Y:JMPmpos
940 .mons1 LDY:2:LDA(a),Y:
CLC:ADC:1:TAY:LDA#B00,Y:CMP:
2:BEQeqh:TYA:LDY:2:STA(a),Y:
LDY:0:LDA(a),Y:CLC:ADC:1:STA
(a),Y:LDY:3:LDA(a),Y:AND:#B0
:ORA:2:STA(a),Y:JMPmpos
950 .eqh LDY:3:LDA(a),Y:AN

```

Turn to Page 36 ►

Gunpowder Plot listing

◀ From Page 35

```
0:840:BE9nver:JMPvnt:over
LDY:3:LDX(a),Y:AND:8F0:ORA:8
40:STA(a),Y
960 .nops LDY:2:LDX(a),Y:
TAY:LDX:800,Y:CMF:1:BE9np2:L
DA:2:STA800,Y:np2 RTS
970 .minhl LDA:7:LDX:bloop
M00256:LDY:bloop DIV256:JSR
8FFF1:JSRinsc
980 LDY:3:LDX(a),Y:ORA:b:5
TA(a),Y:LDY:0:LDX(a),Y:TAX:1
NY:LDX(a),Y:TAY:JSRcalcad:LD
AB:STAC:LDX:81:STA871:LDY:3
:LDX(a),Y:AND:820:EORmonk:5
TAD:LDX:8A:STA873:JSRprint
990 DECmons2:BE9allided:RTS
:allided LDA:2:STAflag:RTS
1000 .insc SED:LDAScore+2:C
LC:ADC:0:STAScore+2:LDAScor
e+1:ADC:0:STAScore+1:LDAScor
e:ADC:0:STAScore:CLD:JMPpsco
re
1010 .montab EQU00:EQU00:EQU
UB1:EQU08FECC:EQU02:EQU08:EQU
UB3:EQU08140:EQU04:EQU08FFF8
1020 .pnm JMPpnm2
1030 .mons LDABfs:STAFnt:
,pmlp DECfnt:LDABfs:ASLA:ASL
A:CLC:ADC:820:STAA:LDX:8C:ST
A88F:LDABfs:ASLA:CLC:ADC:8C0
:STA88C:LDX:8C:STA880
1040 LDY:3:LDX(a),Y:AND:b:B
NEpnm:LDY:0:LDX(88C),Y:STAC:
```

```
INY:LDX(88C),Y:STA871
1050 LDY:3:LDX(a),Y:AND:820
:EORmonk2:STAD:LDX:8A:STA87
3:LDY:3:LDX(a),Y:AND:820:EOR
monk:STA876:LDX:8A:STA877
1060 LDY:3:LDX(a),Y:AND:8F:
LDY:0:sfpm CMPmontab,Y:BE9
fndpma:INY:INY:INY:JMPsfpm:
.fndpma INY:LDAmontab,Y:STA8
8A:INY:LDAmontab,Y:STA880
1070 LDY:0:LDX(88C),Y:CLC:A
DC8A:STA(88C),Y:STA874:LDY:
1:LDX(88C),Y:ADC:88B:STA(88C)
,Y:STA875:JSRsprite:pnm2 LD
Afnl:BNEpmlp1:LDAmontab:STAND
mk2:RTS:pmlp1 JMPpmlp
1080 .bloop EQU0811:EQU04:E
QU08:EQU06
1090 .event LDA:129:LDX:8AE
:LDY:8FF:JSR8FFF4:TAY:8NEson
1100 LDA:129:LDX:8EF:LDY:8F
F:JSR8FFF4:TAY:8NEsoff:RTS
1110 .son LDA:0:STA8262:RTS
:soff LDA:1:STA8262:RTS
1120 JNEXT:8220=event M002
56:8221=event DIV256:FX14
4
1130 ENDPROC
1140 DATA872307733,83311103
0,82EEACBA8,84C88084,833334
323,83010011,8CCCCC4C,8008
8808,872307733,833111030,82
EEACBA8,84C88084,833334323,
860202011,8CCCCC4C,8C040408
8
```

```
1150 DATA847773351,82311101
2,8E4C0EECC,8CC8808C,833333
323,810101011,8CCCCC4C,8C08
00088,847773351,823111012,8E
4C0EECC,8CC8808C,833333323,
830202011,8CCCCC4C,86040408
8
1160 DATA83773271,833111003
,8EFFFEECC,8CECC00E,83313131
3,830101011,8EEECCECE,86040C
C,83773271,813111003,8EFFFEECC
,8EEECCECE,833331313,830101
1,8EEECCECE,8604040CC
1170 DATA813763311,83311101
2,8C6F3ECDC,8EECC00A,833331
213,830101011,8EECACEEE,860404
0CC,813763311,833111012,8C6F
3ECDC,8EECC00A,833121333,83
0101011,8EEECACEE,86040CC
1180 DATA815E14100,82515141
4,8C40F0C00,82CCCC048,825632
725,830141405,82C2C6A2E,8604
00C,81507E140,825151414,8C40
F0C00,82CCCC048,825256327,83
01405,82C6A2E2C,86040400C
1190 DATA87F370300,8C0B377F
,8EBCA2C10,8300CEEF,85E7E5E0
F,83070F7E,86070A70F,8C0E0F7
0
1200 DEFPROCinstruct:VDU23;
8202:0:0:0:19,3,4:0:COLOUR2
:PRINTTAB(5,4)'Faykes Run':C
OLOUR3:PRINTTAB(9,6)'by'TAB(
5,7)'A.Houghton'
1210 COLOUR1:PRINTTAB(5,10)
```

```
12 - Left'TAB(5)'X - Right'T
AB(5)'* - Up'TAB(5)'? - Down
'
1220 .COLOUR2:PRINTTAB(5)'S
- Sound On'TAB(5)'Q - Sound
Off'TAB(2)'Copy - Pause'TAB
(0)'Delete - Restart'TAB(0)'
Escape - End Game'
1230 ENDPROC
1240 DEFPROCwait:ADX=85950:
DAX=8A00:FORNX=1T05:LC=ADX+8
10000*DAX:CALLprint:ADX=ADX+
64:NEXT
1250 ADX=87090:DAX=8A20:FOR
NX=1T05:LC=ADX+810000*DAX:CA
LLprint:ADX=ADX+64:NEXT
1260 COLOUR3:PRINTTAB(0,20)
'Press Space to play':+FX15
1270 REPEAT:ADX=85950:FORNX
=1T05:LC=ADX+810000*DAX:874
=ADX+810000+(DAXEOR820):CALL
sprite:ADX=ADX+64:NEXT
1280 DAX=DAXEOR820:ADX=8709
0:FORNX=1T05:LC=ADX+810000*D
AX:874=ADX+810000+(DAXEOR82
0):CALLsprite:ADX=ADX+64:NEX
T
1290 UNTILINKEY(0)=32:ENDPR
```

This listing is included in this month's cassette tape offer. See order form on Page 53.

electron

MAIL ORDER OFFERS

electron

MAIL ORDER OFFERS

acorn electron

Database



Acornsoft's classic Database can now be yours for LESS THAN HALF PRICE!

This popular package is an easy-to-use database system which displays records in filing-card format. It allows for up to 240 characters per field and up to 32 fields per record. Alphabetical or numerical sorting can be performed on ALL fields, and there is a very comprehensive search facility.

Data can also be converted to View format, edited using the View word processor and printed out from View.

The package includes a step-by-step tutorial.

RRP £19.95

Our Price £9.95

Will only run with the Electron Plus 3

TO ORDER TURN TO THE FORM ON PAGE 53

Recursion and palindromes

**In Part 2 of his introduction
to programming ROLAND WADDILOVE
explores Logo's vocabulary**

THE programming language Logo is a bit of an oddity: Most people have heard of it and many have programmed with it, yet for a language so widely used, it is surprising how little is known about it.

Logo has become famous for its turtle graphics and it is in this area where most people's experience of the language lies.

An object – the turtle – can be directed about the monitor screen (or floor if you invest in the necessary hardware) using very easy-to-learn commands that can be picked up in a few minutes.

This simplicity and ease of use is one of the reasons for its popularity as an educational tool for teaching mathematics and geometry in school. It enables young children to explore the physical world around them in a way not normally possible.

For instance, it's easy to tell someone to go and stand in the corner of the room, but a completely different matter guiding a turtle. The turtle requires precise directions and distances in order to negotiate any obstacles such as chairs and tables.

Unfortunately, turtle graphics and Logo have become synonymous and it is often thought that Logo merely consists of the 20 or so turtle graphics commands like FORWARD, BACK, LEFT, RIGHT, PENUP, PENDOWN and so on.

In fact, turtle graphics is a very small – but important – part of the very large and complex programming language Logo. The Acornsoft implementation for the Electron, available on rom cartridge, has over 200 commands in its vocabulary.

With a language this vast it is impossible to cover it completely in three articles. However, I hope to give you an insight into the power and structure of the lan-

guage with a few short example programs.

Having dispensed with turtle graphics last month in the first article of the series, it's time to move on to the rest of the language.

Let's start with straightforward printing on the screen. Plug in your Logo cartridge and type TS to switch to the text screen – we're not doing any turtle graphics.

Logo's PRINT command isn't like Basic's. To see the difference, enter:

```
PRINT 'Hello
PRINT 'Good morning
```

Notice there is an opening quote, but no corresponding closing quote, and that the second instruction produces the error message "Logo

doesn't know how to morning"

PRINT simply prints the word immediately following the quote. Since spaces are used to separate commands and parameters in Logo and PRINT takes just one parameter, the third word – morning – must be another command. Logo hasn't been told what this is, however, and reports an error.

How can we get round this? One way is to tie the two words together with a "top hat" symbol or enclose the text in square brackets like:

```
PRINT 'Good' morning
PRINT [Good morning]
```

Square brackets have a special meaning in Logo. If you cast your mind back to

Lisp, you'll recall that brackets (round in this case) were used to indicate a list.

Logo is also a list processing language and uses brackets in the same way. A list is treated as a single object by PRINT and it displays the contents, but not the surrounding brackets.

A word very like PRINT is TYPE. The difference being that PRINT also adds a carriage return at the end of the text, whereas TYPE doesn't – printing continues on the same line. This can be shown with:

```
TYPE 'Hello TYPE 'Hello
PRINT 'Hello PRINT 'Hello
```

The first command prints the Hellos on the same line while the second prints them on separate lines.

We can create variables to store text and numbers as in Basic, though the syntax is somewhat different, so:

```
MAKE 'greeting 'Hello
```

associates the word Hello with the variable *greeting*, and:

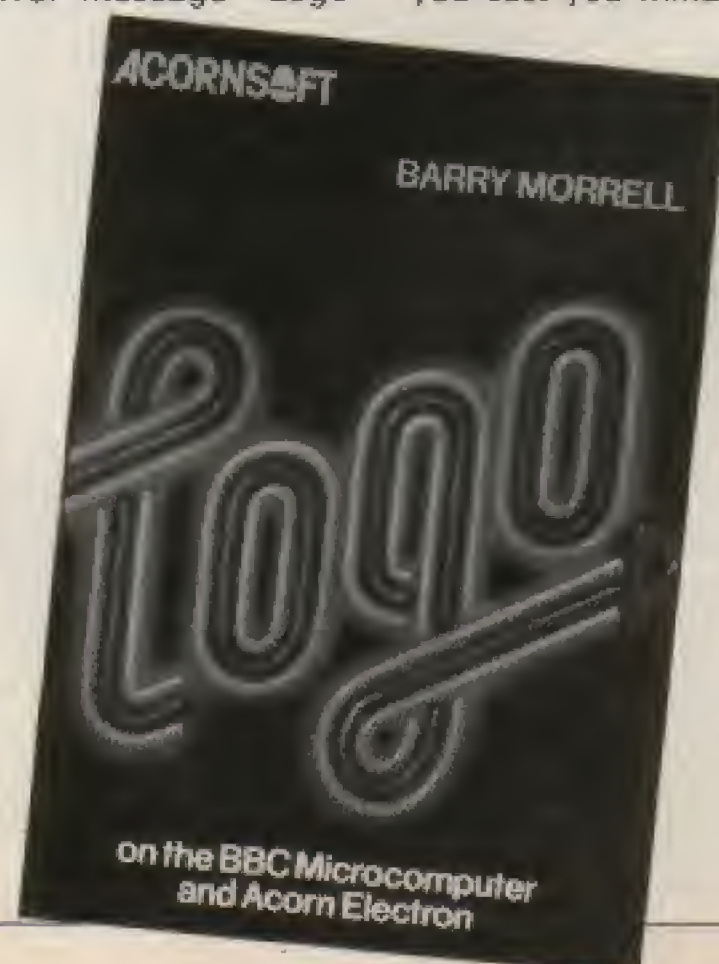
```
MAKE 'message [Good morning]
```

associates the list of words [Good morning] with the variable *message*. These can now be used within programs:

```
PRINT :greeting
PRINT :message
```

Note the colon in front of

Turn to Page 38 ►



◀ From Page 37

each variable name – this is to distinguish it from a procedure name.

Variables can just as easily contain numbers as words or lists and there's nothing to distinguish a numeric one from any other:

```
MAKE 'n1 5
MAKE 'n2 6
```

and we can perform calculations on them:

```
PRINT :n1 * :n1
PRINT COS :n1
PRINT SQRT (:n1 + :n2)
```

We can also input values from the keyboard using READWORD and READLIST and assign them to variables like with Basic's INPUT. The former reads a single word (which could be a number) and the latter reads a whole line of text. Enter the following commands, typing some text after each MAKE:

```
MAKE 'x READWORD
MAKE 'y READLIST
PRINT :x
PRINT :y
```

Like Basic there is an IF command. In fact there are several variations as we'll see. Enter:

```
MAKE 'x 5
IF :x<9 [PR 'T]
IF :x>9 [PR 'S] [PR 'F]
TEST :x < 9
IFTRUE [PR 'T]
IFFALSE [PR 'F]
```

Here we MAKE the variable *x* equal to 5. The first IF statement tests to see if *x* is less than nine. It is so the command in square brackets is executed and T for True is printed – PR is short for PRINT. This is the equivalent of Basic's IF ... THEN ... statement.

The second IF tests whether *x* is greater than nine. It isn't so the first list of commands on the line is

ignored and the second list is executed instead. F for False is printed. This is like Basic's IF ... THEN ... ELSE ... statement.

Alternatively we can TEST the condition before the IF statement. The result of TEST is remembered until another comparison (not necessarily performed by a TEST function) is executed.

IFTRUE and IFFALSE examine the result of the last comparison and execute the lists following if the condition is met.

We'll now see how these commands can be incorporated into a program. Here is a short Logo listing which asks for a word to be input then tests to see if it is a palindrome:

```
TO Palindrome
TS
PRINT
PRINT 'Palindrome' Tester
TYPE [Enter a word:]
MAKE 'pal CAPS READWORD
TEST :pal = REV :pal
IFTRUE [PR 'Yes]
IFFALSE [PR 'No]
END
TO REV :w
IF :w = ' [OP ' ]
OP word LAST :w REV BL :w
END
```

A palindrome is a word that reads the same when spelt backwards as it does spelt normally. Two short examples are MUM and DAD – ROTOR is a slightly longer one.

If you've got Acornsoft's Logo on rom cartridge you can enter this listing. Run it by typing Palindrome. Despite the short length, this is actually a complex program which utilises a recursive function.

The first procedure, Palindrome, is fairly straightforward and you've met all the commands before apart from CAPS. This converts lower case letters to capitals.

The first line of Palindrome tells Logo we want to define a new word called Palindrome, the body of the definition follows.

TS switches to the text-

screen – this is where text is printed. The PRINT on its own prints a blank line on the screen while the next PRINT displays the title. Notice the quote at the start of the text but not at the end, and the top hat character joining Tester to Palindrome so PRINT accepts them as one word.

The next line displays the prompt. PRINT could have been used here, however, it also adds a carriage return at the end of the line. TYPE does the same job except it does not print the carriage return enabling you to input your word following the prompt.

READWORD is used to input the word and CAPS ensures the letters are all capitals. MAKE stores the word in the variable *:pal*.

The TEST function tests whether the input word stored in *:pal* is the same spelt backwards.

REV takes *:pal* and reverses it by recursively calling itself, stripping off the last letter of the word each time and building a new one. This is a function which outputs a value using OP the abbreviation for OUTPUT.

Recursion is always difficult to follow so here is another example of a recursive Logo function to calculate the factorial of a number:

```
TO Factorial :n
IF :n=1 [OUTPUT 1]
OUTPUT :n * Factorial :n-1
END
```

To calculate the factorial of a number, say 5, enter:

```
PRINT Factorial 5
```

Finally, let's look at something completely different. Logo is a structured language (though it does have GOTO), and encourages good programming techniques. As you program, you add words to its vocabulary and build up its knowledge.

Entering a Logo program isn't like entering a Basic one. With Logo you are effectively teaching it new procedures, and you can build on what you teach it.

To illustrate this, we can teach Logo to speak French, German or almost any European language you like. (Some languages such as Chinese use completely different characters which can't be reproduced on the Electron).

To do this, we copy the definition of a word using COPYDEF like:

```
COPYDEF 'AVANCE 'FORWARD
COPYDEF 'RECULE 'BACK
COPYDEF 'GAUCHE 'LEFT
COPYDEF 'DROITE 'RIGHT
COPYDEF 'REPETE 'REPEAT
COPYDEF 'FIN 'END
COPYDEF 'POUR 'TO
```

and so on, copying all the built-in primitive Logo definitions. When we've finished, we can program in French like:

```
POUR carre :longueur
REPETE 4
[
AVANCE :longueur
GAUCHE 90
]
FIN
```

and execute the program by entering *carre*. You could also redefine some of the character set to produce accents and a cedilla.

In one multi-racial school in America where Logo is extensively used, bilingual pupils are teaching Logo new languages to enable those pupils who have little knowledge of English to program the school's computers.

You could just as easily teach it geography and guide the turtle around a map using NORTH, SOUTH, EAST, WEST and so on. There are many possibilities waiting to be discovered.

● Next month in the last part of this brief series looking at Logo we'll examine some more short but fascinating programs.

Shut out the outside world... and lose yourself in a totally new dimension!

**NOW you can experience
all the fun and excitement
of your favourite games
without disturbing the
rest of the household**

The SoundMaster consists of a cleverly designed interface and the very latest high-velocity lightweight headphones.

- The precision-engineered interface is encased in tough plastic with a graded volume control. It connects easily to your micro (leads included), and sits discreetly behind it while in use.

- The beautifully constructed stereo headphones are made by leading UK electronics manufacturer Ross. They deliver crystal clear reproduction and are fully guaranteed. They come with a special adapter so you can also use them with your personal stereo or hifi system.

- Every Sound Master is supplied in a colourful presentation pack together with detailed instructions to help you get the most from this superb device.

ONLY
£14.99
(including p&p)

**DATABASE
ELECTRONICS**

SOUND MASTER

*Just what your
micro's been
waiting for!*

PRIORITY ORDER FORM

Please send me the SoundMaster for my:

- ☐ BBC Model B ☐ BBC Master
☐ Acorn Electron ☐ Amstrad CPC (stereo sound!)
☐ Atari 8 bit (excluding Atari 400)

- ☐ Cheque enclosed payable to Database Electronics
☐ Please debit my Access/Visa no:

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Expiry date _____

Signed _____

£14.99 (UK) £16.99 (Europe/Eire) £21.99 (Overseas)

Name _____

Address _____

Postcode _____

SEND TO: Database Electronics, Europa House,
68 Chester Road, Hazel Grove, Stockport SK7 5NY.

Order Hotline: 061-480 0171

Orders by Prestel: Key *89 then 614568383

MicroLink/Telecom Gold: 72:MAG001

IN the September 1987 issue of *Electron User*, Paul Clarke and Jeff Neild demonstrated a faster way of compacting a fragmented Plus 3 disc using the *MAP command to examine the free space map. This map is used by the ADFS to keep track of all unused sectors on a disc.

To understand how this works it is first necessary to understand the physical layout of an ADFS disc.

When formatted it contains no information, but it is by no means blank. The format program divides the disc into 80 magnetically coded tracks, each track being sub-divided into 16 segments called sectors see Figure 1.

Each individual sector can hold up to 256 bytes of information, so the disc can theoretically store $80 \times 16 \times 256$ (320k) bytes in total. This in fact, is only an approximation because the ADFS immediately claims some of the disc for its own use.

The first two sectors of track zero are used to store the free space map and the next five to store the root directory \$. Any sub-directories you create also claim five sectors (1280 bytes) for themselves, something worth bearing in mind.

When a file is saved to disc the ADFS modifies the free space map to take account of the amount of space used and where.

More importantly, when old data or files are deleted the sectors they occupied are declared empty in the free space map. The data is still there, but the ADFS doesn't know about it.

With normal use, areas of free space, some only one sector long, appear scattered all over the disc. You can ask the ADFS where they are by typing *MAP, which will produce a list something like:

```
*MAP
Address : Length
000013 : 000004
000400 : 000075
```

Keeping track

MARK SMIDDY explores the ADFS free space map

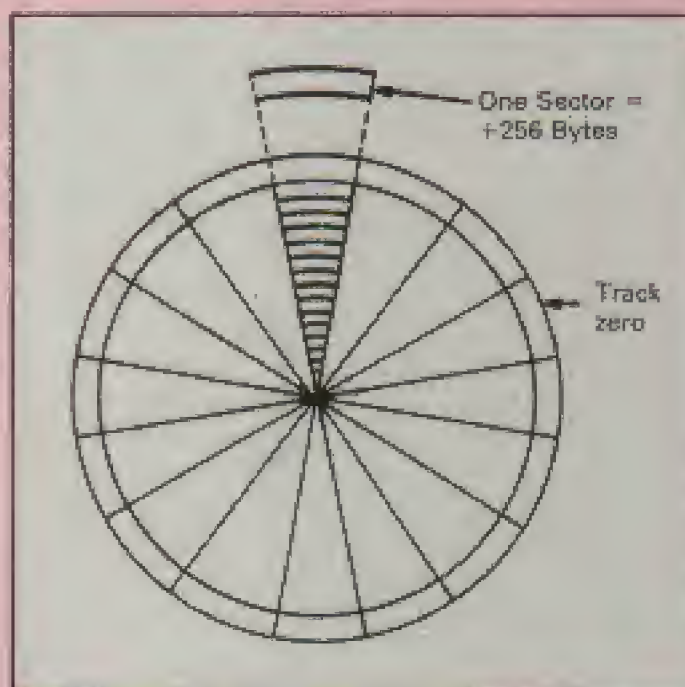


Figure 1: The sector divisions on an ADFS disc

The output from this command is in hexadecimal, the disc address being calculated from the track and sector numbers like this:

$$\text{Address} = \text{track} \times 16 + \text{sector}$$

To convert back into track and sector we need to divide by 16, the integer of the result is the track number, the remainder is the sector. For instance:

```
PRINT "Track:"; &13 DIV 16
PRINT "Sector:"; &13 MOD 16
```

The length referred to in the map list is the size of the space in sectors expressed

in hexadecimal. To convert this to bytes simply multiply the number by 256.

For the above example, the first space is at track one, sector three and is 1k long and the second at track 72, sector 11 is just over 29K long.

The free space map can hold up to 82 entries before the ADFS gives a "Compaction required" error message, but if you want to find out exactly where these areas are you will have to examine the map yourself and do a lot of converting.

The accompanying listing is a short utility to examine the disc and show graphi-

cally exactly how the ADFS has allocated space on the disc. Figures II and III are examples of the program's output.

The disc has been drawn as a chart, with the tracks running horizontally and the sectors vertically. There are 1280 divisions, one for each sector.

A key at the bottom of the screen shows important disc information and the meaning of each coloured sector. A Plus 3 disc always has 80 tracks on one side, but this information has been included for completeness.

The large red areas are



Figure II: A disc needing compaction

PROCEDURES

vars
info
init
grid
key

Calculate disc information
Display disc information
Initialise the program
Draw the grid
Draw the sector key

VARIABLES

base
size
blk
J%
T%
S%

Address of the sector
Size of the free space map
Work area for osword
Current disc address
Current track number
Current sector number


```

10 REM ADFS Exposed
20 REM by Mark Smiddy
30 REM (c) Electron User
40 MODE 6
50 PROCinit
60 PROCread_disc
70 MODE 1
80 VDU 19,2,4,0;
90 VDU 23,8202,0,0;0;
100 PROCgrid
110 PROCkey
120 PROCvars
130 PROCdouble("ADFS Free
Space Map",10,1)
140 PROCinfo
150 PROCfs_map
160 PROCcatalogue
170 PROCfind_free_sectors
180 VDU 7
190 REPEAT UNTIL 0
200 :
210 DEF PROCinit
220 DIM WZ 6200:DIM blk 15
230 VDU 23:FOR N=0 TO 8:VD
U 224:NEXT
240 ENDPROC
250 :
260 DEF PROCvars
270 base=WZ
280 size=base*8192
290 sectors=base*8192+base*
8192*256
300 tracks=sectors/16
310 sides=tracks/80
320 disc_size=sectors*256
330 ENDPROC
340 :
350 DEF PROCdouble(AS,X,Y)
360 XX=0:YZ=10:ZZ=10:D=640
0
370 FOR NX=1 TO LEN AS
380 VDU 31,X+NX-1,Y
390 ?D=ASC(MID$(AS,NX,1)):
CALL&FFFF1
400 VDU 23,225,D*1,D*1,D*2
,D*2,D*3,D*3,D*4,D*4
410 VDU 23,226,D*5,D*5,D*6
,D*6,D*7,D*7,D*8,D*8

```

```

420 VDU 225,10,8,226
430 NEXT
440 ENDPROC
450 :
460 DEF PROCfs_map
470 disc_address=0:disc_sp
ace=2
480 GCOL 3,2:PROCshow_free
_sectors
490 ENDPROC
500 :
510 DEF PROCcatalogue
520 disc_address=2:disc_sp

```

This is one of hundreds of programs now available FREE for downloading on

MicroLink

In addition to these many BBC Micro programs will also run on the Electron

```

ace=5
530 GCOL 3,3:PROCshow_free
_sectors
540 ENDPROC
550 :
560 DEF PROCfind_free_sect
ors
570 GCOL 3,1
580 FOR NX=0 TO size-1 STE
P3
590 disc_address=(base+NX
)+(?(base+NX+1))*256
600 disc_space=(base+8100
+NX)+(?(base+8100+NX+1))*256
610 PROCshow_free_sectors
620 NEXT
630 ENDPROC
640 :
650 DEF PROCshow_free_sect
ors
660 VDU 5
670 FOR JX=disc_address TO
disc_address+disc_space-1
680 TX=JX DIV 16
690 SX=JX MOD 16
700 XX=TX*16

```

```

710 YZ=768-SX*32
720 MOVE XX,YZ:VDU224
730 NEXT
740 VDU 4
750 ENDPROC
760 :
770 DEF PROCinfo
780 PRINTTAB(0,4);"<";STRI
NG$(15,"-");" Tracks ";STR1
NG$(15,"-");">";
790 PRINTTAB(0,25);"Tracks
";tracks;TAB(14,25);"Sector
s";sectors;TAB(32,25);"Side
s";:IF sides>=1 PRINT:sides
; ELSE PRINT:1;
800 ENDPROC
810 :
820 DEF PROCkey
830 PROCsqr(32,0,1,3):PRIN
TTAB(3,31);"Sector(s) in use
";
840 PROCsqr(32,100,0,2):PR
INTTAB(3,28);"Free sector(s)
";
850 PROCsqr(640,120,2,0):P
RINTTAB(22,28);"Root directo
ry";
860 PROCsqr(640,0,3,1):PRI
NTTAB(22,31);"Free space map
";
870 ENDPROC
880 :
890 DEF PROCsqr(X,Y,C1,C2)
900 GCOL 0,C1
910 MOVE X,Y
920 MOVE X,Y+38
930 PLOT 85,X+30,Y
940 MOVE X+30,Y+38
950 PLOT 85,X,Y+38
960 GCOL 0,C2
970 MOVE X,Y
980 PLOT 29,X+30,Y
990 PLOT 29,X+30,Y+38
1000 PLOT 29,X,Y+38
1010 PLOT 29,X,Y
1020 ENDPROC
1030 :
1040 DEFPROCread_disc

```

```

1050 *MOUNT
1060 blk?0=0
1070 blk?1=WZ MOD 256
1080 blk?2=WZ DIV 256
1090 blk?3=&FF:blk?4=&FF
1100 blk?5=0
1110 blk?6=0:blk?7=0:blk?8=
0
1120 blk?9=2
1130 blk?10=0
1140 AX=&72:XX=blk MOD 256:
YZ=blk DIV 256
1150 CALL&FFFF1
1160 ENDPROC
1170 :
1180 DEF PROCgrid
1190 GCOL 0,129
1200 VDU 24,0,256,1276,768;
16,26
1210 GCOL 0,128
1220 GCOL 0,3
1230 FOR XX=0 TO 1280 STEP
16
1240 MOVE XX,256:PLOT 29,XX
,268
1250 NEXT
1260 FOR YZ=256 TO 768 STEP
32
1270 MOVE 0,YZ:PLOT 29,1279
,YZ
1280 NEXT
1290 TX=0
1300 FOR XZ=4 TO 1276 STEP
160
1310 MOVE XZ,768:DRAW XZ,80
0
1320 VDU 5:IF TX=0 MOVE XX,
832:PRINT:TX ELSE MOVE XX-32
,832:IF TX<80 PRINT:TX;
1330 TX=TX+16
1340 NEXT:VDU4
1350 ENDPROC

```

This listing is included in this month's cassette tape offer. See order form on Page 53.

the sectors in use by files and directories other than \$. The black areas are sectors in the free space area.

In Figure II these areas are scattered all over the disc, wasting space. Figure III, shows a disc after compaction. The free area here starts at track 14, sector one.

While testing the program, it is essential to write protect the disc in use, since the program accesses the disc controller directly and an error here could cause a loss of data.

The reason for reading the disc directly was to provide

compatibility for second processors and alternative ADFS systems should they ever appear. It is also a more elegant method.

If you wish to access the ADFS workspace directly delete lines 1060 to 1150 and insert the following line:

```
1060 WZ=&E00:ENDPROC
```

When the program has finished the computer will bleep, then wait in an infinite loop to prevent the prompt from appearing. Press Escape to return control to Basic.

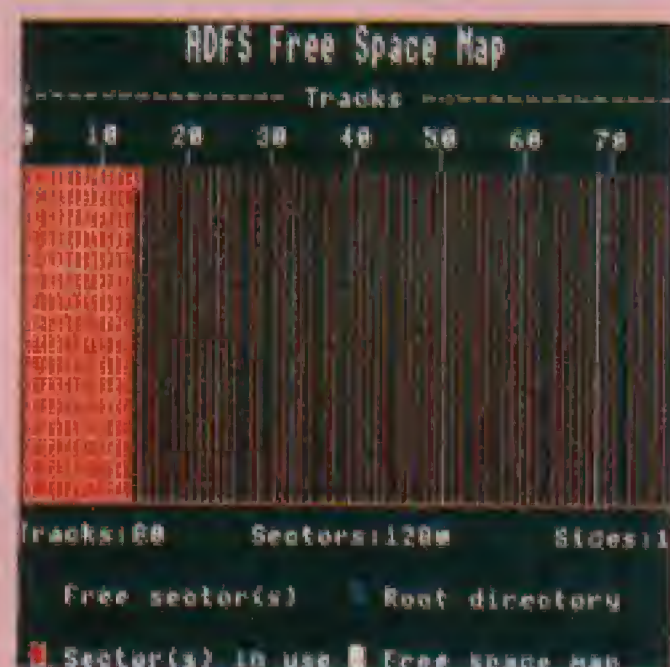


Figure III: A fully compacted disc

DEMONIC DATABASES

BILL TREVELYAN describes mapping and movement in Part V of his adventure writing series.

AN ADVENTURE game is an electronic version of the Victorian magic lantern show. Location descriptions, spiced with comments, are the slides and shown in the right order, create the impression that a plot is being unfolded.

The adventurer, though, has to discover the author's intention by trial and error, aided by imagination and — sometimes — even a little logic.

The player attempts to move, that is to alter the current location number and description, by entering a directional command such as NORTH, SOUTH, UP or DOWN. A subroutine is called which deals specifically with such commands. This must have access to the following information:

- Is there an exit from the current location in the direction specified by the player, or must he be told "You can't go that way!"?
- If there is an exit, is an exit program in operation? A door, for example which the player must first open. If so control must be passed to this subroutine and a message duly given.
- If exit is allowed, what will be the number of the new location?

In the skeletal game described in Part III, (*Electron User* September 1987) movement was allowed only in a north-south line. A move north meant incre-

menting the location number by one and a move south, decrementing it by one.

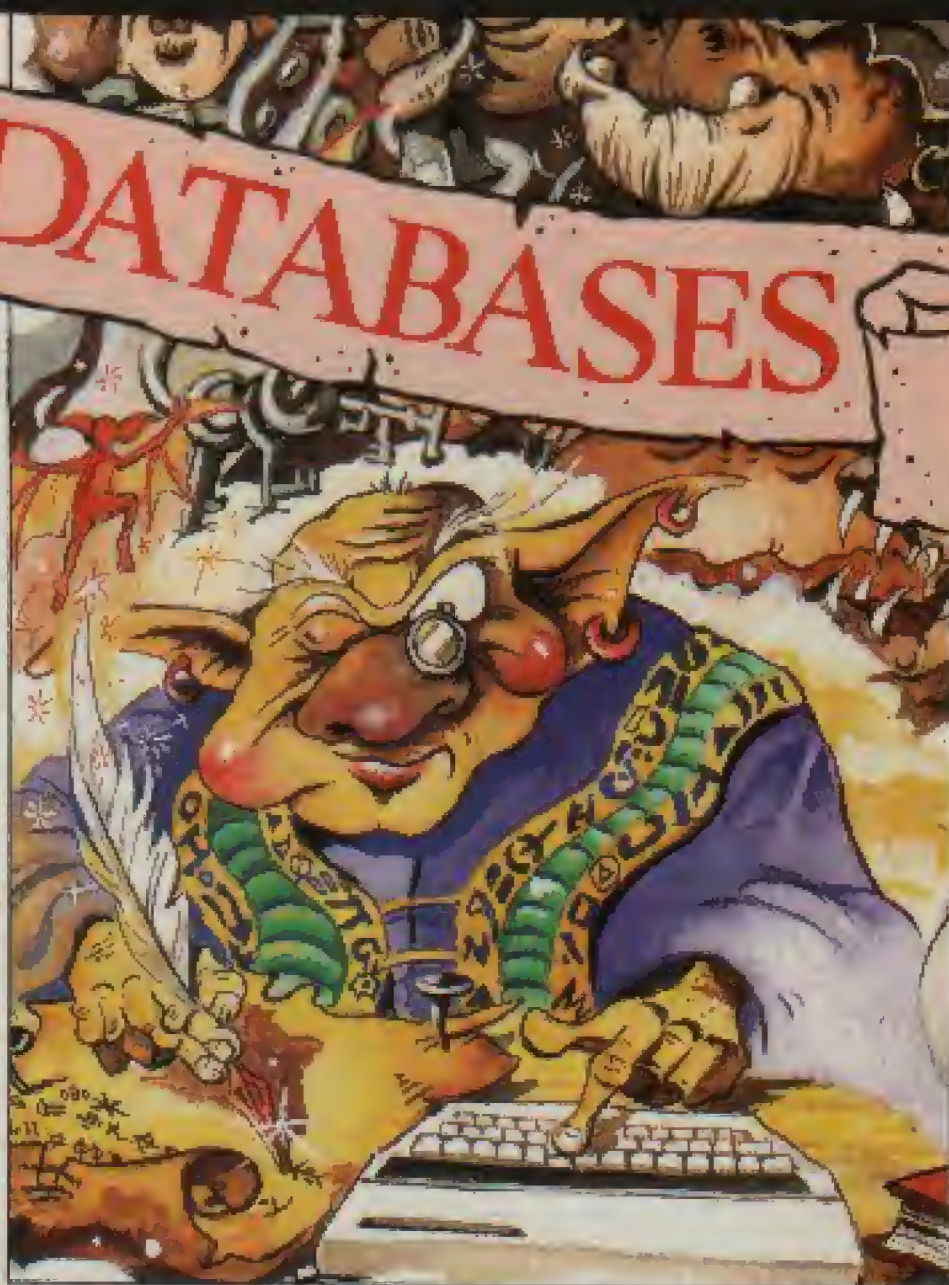
This technique of finding the new location number by calculation, rather than by consulting a table, can be extended to two or even three dimensions.

Suppose for instance that you take a sheet of graph paper and mark off a square 16cm by 16cm, enclosing 256 small squares each 1cm by 1cm. Number the bottom row 0 to 15, the next row up 16 to 31, the next 32 to 47, and so on. Now pick any square — number 168, say.

Expressed in hexadecimal, this becomes &A8. Because the numbering starts with zero and not one, &A8 is the square that is nine to the right of the origin and eleven up. The square to the north of this is &B8, to the south &98, to the east &A9, and to the west &A7.

To move north add &10, to go south subtract &10, east/west: Add/subtract &01. Simple, isn't it? But in an adventure you don't want to move over the entire surface, only in a predetermined pattern.

The easiest way to do this is to put into the database a list of the permitted location numbers — just as we put in a list of permitted verbs and objects. Calculate what the new location number would be if a move were to be allowed and check if it's on



the list. If so, move. If not, inform the player "No exit this way".

Program 1 demonstrates the principle. You move by entering any of the eight compass directions in the form given in line 70, Q for quit ends the program.

This is translated into a number between one and eight and the amount to be added to the current location number can then be selected from the eight possible values stored in an array *inc%* lines 60-80.

The calculated new location number is now compared in turn with a list of permitted location numbers held in a data statement at line 1000, though in practice they would be stored directly in memory, using only one byte per item. This is of course the reason for having only 256 squares.

Note that a location has two numbers associated with it. The one giving its position on the 16x16 chequerboard, and the one giving its position in the permitted list, 1-15 in Program 1

which would be used to access the appropriate description stored in the database.

If the list of permitted locations is held directly in memory, it can be written to, as well as read. This gives the opportunity to create and delete exits in a very simple way.

Another method is to assign two bytes to each permitted location, one with the location coordinates, the other showing which of the eight possible moves is allowed. Each direction would be represented by one bit, thus a byte holding &72, being in binary 01110010 might show that you could move S, E, W, SE but not N, NE, NW, SW depending on which direction you assigned to each bit.

With a two byte number there are 256*256 possible variations, allowing a quite complicated two, three or even four dimensional pattern. However, the method isn't much used. Usually, locations are numbered successively from one

upwards.

In the database is a table of movement codes consisting of four bytes for each location if movement is only possible north, south, east and west or up to 10 bytes for movement in all compass directions plus up and down.

The first byte in a set corresponds to movement north, if its value is zero, there is no exit in this direction. If it is, say, 37 then a move will change the current location number to 37.

It is assumed there are no more than 200 locations in all, a fairly safe assumption with a Basic program. It is obvious the table is going to use a fairly large chunk of memory even with direct storage. No other method is worth consideration.

In fact it is unlikely there will be more than a hundred locations in our game — which means only seven out of the eight bits in the bytes of the movement codes are being used. Bit seven is thus free for use as a flag. Here it will be set to show there may be an exit program in force for the particular location and direction.

The first step is to draw a diagram on squared paper showing all the locations in the game and the links between them. Unfortunately, the method permits irrational movements when, for instance, you can move north from A to B but you can't then get from B back to A by going south. You can't do this with the calculation procedure, besides which too much of this can be intensely irritating.

In Program II there are six possible ways to move. The data is first entered as data statements, one line per location. The first figure in each line is a location number, the numbers don't have to be in order.

The next is a message number which enables the player to be told what hazard he is facing, in this case a closed door. Then follow the locations reached by going north, south and

so on. A partially completed list can be saved to tape or disc, then loaded for another session.

If an exit program is in force, 128 is added to the location number in the simple manner shown. Only one exit program per location is catered for, though it can be triggered by a move in any of the six possible directions.

Chain Program II and store the list at &2000. Now load the demonstration Program III. When this is run, there appears on the screen the number of the location you have just moved to — L% — and the number of the location you have moved from — Q% — standing for quondam, which means the former.

These numbers, standing in for location descriptions, appear only if you have moved, that is if Q% and L% are different. The move subroutine, is PROCd(v%). If you enter a direction as command at line 100 the simple command parser substitutes a number for the verb string and passes it to the subroutine.

The destination which would be reached by the move is examined in line 1030. Is it zero? Then tell the player "No exit this way!" and ask for another command. Is the destination number greater than 128? If it is, there is an exit program to contend with.

Is it currently in force or is the way clear? The value of a flag variable tells you that. The flags are stored in the first 128 bytes of page 12 (&C00 - &CFF) we can afford to be lavish here, as you can't use this area of memory for Basic programming.

When the program is run, all the flags are set to false at line 40. The reason for introducing extra flags rather than altering bit seven in the destination byte is to simplify saving the game position to tape. Refer to Part III of *Demonic Databases* in September's *Electron User* for further information.

If the exit is blocked, the subroutine prints a message and re-enters the main loop at line 1040. Otherwise, or if there is no exit program to consider, the destination becomes the current location L% and a description is printed before returning to get another command. This includes a list of possible exits from the new location.

In this demonstration program, you can open or close the door in location two. Once you pass through to location three, you can close the door, but then you can't reopen it.

Appropriate messages are delivered depending on the state of the door and what you tried to do with it. If you have just started programming adventures, you might like to try altering PROCop and PROCcl to produce different effects, or introduce locking and unlocking the door as well.

Note that there is only one move subroutine PROCd(v%). If you don't

want to use bit seven of the destination bytes to show where there is an exit program, an alternative is to have a different subroutine for each possible direction — PROCnorth, PROCsouth and so on. You would then refer to a list of flags and of message numbers as before, or simply stipulate each program individually:

```
10 DEFPROCeast:IF L%≠2 AND
  0 flag%2=0 THEN PROCn(1):ENDPROC
20 DEFPROCwest:IF L%≠3 AND
  0 flag%3=0 THEN PROCn(1):ENDPROC
```

This choice between presenting each possibility as an IF ... THEN statement in the body of the program, and storing the alternatives as a list in the database comes up again and again with adventure programs written in Basic.

● Next month, we'll start to put everything together and begin construction of a complete and challenging game.

Program I

```
10 REM Program I
20 :
30 MODE 6
40 DIM dir$(8),inc$(8)
50 FOR ix=1 TO 8:READ a$:
  dir$(ix)=a$:NEXT
60 FOR ix=0 TO 8:READ a$:
  inc$(ix)=a$:NEXT
70 DATA N,S,E,W,NE,NW,SE,SW
80 DATA 0,16,-16,1,-1,17,15,-15,-17
90 oldloc%=1:newloc%=oldloc%:loc%=0
100 REPEAT:CLS:PRINT" Q
  Location is 0";
110 IF oldloc%<16 PRINT" 0";oldloc% ELSE PRINT;"oldloc%
120 PRINT"New location is 0";
130 IF newloc%<16 PRINT" 0";newloc% ELSE PRINT;"newloc%
140 IF loc%=8FF PRINT"No exit this way!"
150 PRINT"Enter direction "
160 INPUT TAB(7)"Q to quit : dir$
170 IF dir$="Q" THEN CLS:END
180 dir%=0:FOR ix=1 TO 8
190 IF dir$=dir$(ix) THEN
```

```
dir%=ix:ix=0
200 NEXT
210 :
220 PROCd(dir%)
230 :
240 UNTIL FALSE
250 END
260 :
270 DEFPROCd(dx)
280 L%=0:oldloc%=newloc%
290 RESTORE 1000
300 REPEAT:L%=L%+1
310 READ loc%
320 IF loc%=newloc%+inc$(dx) THEN newloc%=loc%:UNTIL TRUE:ENDPROC
330 UNTIL loc%=8FF
340 ENDPROC
350 :
1000 DATA 1,17,18,19,35,38,52,53,54,70,86,87,104,106,121,255
```

Program II

```
10 REM Program II
20 :
30 MODE 6
40 dnum%=6
50 INPUT""List to start at: 0"list$
60 list%=EVAL("0"+list$)
70 code%=list%:end%=0
80 RESTORE 1000
```

Turn to Page 44 ►

Programming

◀ From Page 43

```

90 :
100 REPEAT
110 READ LX
120 IF LX=8FF UNTIL TRUE:G
OTO 200
130 codeX=listX+(dnumX+1)*
LX
140 FOR IX=0 TO dnumX
150 READ DX
160 codeX?IX=DX:NEXT
170 IF codeX>endX THEN end
X=codeX
180 UNTIL FALSE
200 PRINT""List ends at
address &";endX
210 PRINT ""SAVE list? (Y
/N)"
220 a$=GET$:IF a$<>"Y" AND
a$<>"y" THEN CLS:END
230 INPUT"Enter filename:
"file$
240 PRINT
250 "SAVE "+file$+" "+lis
t$+" "+STR$endX
300 END
310 :
1000 DATA 0,0,0,0,0,0,0,0
1001 DATA 1,0,2,0,0,0,0,0
1002 DATA 2,1,0,1,128+3,0,0
,0
1003 DATA 3,1,0,0,4,128+2,0
,0
1004 DATA 4,0,5,0,0,3,0,0

```

```

1005 DATA 5,0,0,4,0,0,0,0
1006 DATA 255

```

Program III

```

10 REM Program III
20 MODE 6
30 listX=82000:flagX=4000
40 FOR IX=0 TO 87F:flagX?
IX=0:NEXT
50 QX=0:LX=1
60 REPEAT:IF QX=LX THEN 1
00
70 PRINT"Old location nu
mber: ";QX
80 PRINT"New location nu
mber: ";LX
90 PROCex:PRINT STRING$(2
2,"")
100 INPUT"Enter verb in l
ower case: "vb$:vb$=LEFT$(vb
$,2)
105 CLS:IF vb$="Q" THEN EN
D
110 voc$="*AND+SO+EA+WE+UP
+DO+OF+CL"
120 VX=INSTR(voc$,vb$) DIV
3
130 ON VX GOSUB 200,200,20
0,200,200,200,210,220 ELSE 6
OTO 60
140 GOTO 60
145 REM:Subroutines
200 PROCd(VX):RETURN
210 PROCop:RETURN

```

```

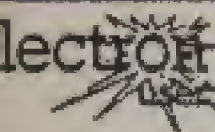
220 PROCcl:RETURN
980 END
990 :
1000 DEFPROCd(vX)
1010 QX=LX
1020 codeX=listX+7*LX
1030 QX=codeX?vX:IF DX=0 PR
OCm(2):ENDPROC
1040 IF DX>880 AND flagX?LX
=0 PROCm(?codeX):GOTO 1100
1050 IF DX>880 DX=0X AND 87
F
1060 :
1070 LX=DX
1100 ENDPROC
1190 :
1200 DEFPROCm(mX)
1210 RESTORE (2000+mX)
1220 READ m$:PRINTm$
1230 ENDPROC
1235 :
1300 DEFPROCop
1400 IF LX<>2 PROCm(3):END
PROC
1410 IF flagX?2=TRUE PROCm(
6):ENDPROC
1420 flagX?2=TRUE:flagX?3=T
RUE:PROCm(4)
1430 ENDPROC
1435 :
1440 DEFPROCcl
1450 IF LX<>2 AND LX<>3 PRO
Cm(3):ENDPROC
1460 IF flagX?LX=FALSE PROC
m(7):ENDPROC
1470 flagX?2=FALSE:flagX?3=

```

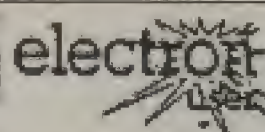
```

FALSE:PROCm(5)
1480 ENDPROC
1490 :
1500 DEFPROCex
1510 a$="":codeX=listX+7*LX
1520 IF codeX?1 THEN a$=a$+
"N "
1530 IF codeX?2 THEN a$=a$+
"S "
1540 IF codeX?3 THEN a$=a$+
"E "
1550 IF codeX?4 THEN a$=a$+
"W "
1560 IF codeX?5 THEN a$=a$+
"U "
1570 IF codeX?6 THEN a$=a$+
"B "
1580 IF a$="" a$="in no dir
ection"
1590 PRINT"You see Exits:
"a$
1600 ENDPROC
1610 :
2000 REM:Messages
2001 DATA Regret door make
impact with honor
able face!
2002 DATA No exit this way!
2003 DATA You can't here
2004 DATA The door swings o
pen
2005 DATA You close the doo
r
2006 DATA "It's open, dummy
!"
2007 DATA The door IS shut!

```



MAIL ORDER OFFERS



MAIL ORDER OFFERS

SALE!

*This could be your last chance
to build up a library of fun and
knowledge from our back issues!*

The nine complete issues, April to December 1986:

Games: Invasion Force, Missile Jammer, Fishing, Snap, Cricket, Cavern Capers, Horse Racing and Santa's Sleigh.
Machine code: Osword calls, *CODE and *LINE explained, text editor and Basic compiler. **Discs:** Recover lost files, random access filing and extra commands. **Education:** Music tutor, Crocodile Tears, Maths Fun, Company Count and Yule Spell. **Graphics:** Screen dumps, Draw Writer and all Basic commands explained.

Only £6.90

*Need a binder for
your magazines?
We'll send one
for £3.95*

** Price includes
p&p (UK only)*

TO ORDER TURN TO THE FORM ON PAGE 53

Cassette VERIFY

JUDGING by the letters we receive at *Electron User*, many owners find that after saving even a small program it will not load correctly afterwards.

To put an end to these errors once and for all, Sue Kaiser has written this superb utility to verify that the program on tape is the

same as the one in memory. The program only needs to be run once after switch on or a hard break, since it stores the entire utility in function key one.

To use the routine, simply save the program you are working on, rewind the cassette, press function key one, then press play. The

program will be verified with the last version saved automatically, because the filename is read from memory.

If a mismatch is found the error message "Error in verify" will be displayed and the routine will halt.

```
1 REM Cassette VERIFY
2 REM by Sue Kaiser
3 REM (c) Electron User
4 :
5 *KEY 1 *OPRT, TIM=83B2
:n$=:REPEAT b=?n:n$=n$+CHR
$b:n=n+1:UNTIL b=B:X=OPENIN
LEFT$(n$,LENn-1):FOR k=PAGE
TO TOP-1:IF BGET#X=?k NEXT:
CLOSE#B:ELSE PRINT"Error in
verify.":CLOSE#B:IM
```

Spacey names

```
1 REM Spacey names
2 REM By Den Miller
3 REM (c) Electron User
4 *FX13,4
5 FORGX=BTO2STEP2:PX=890
0:COPTX
6 PHA:TYA:PHA:LDY=B
7 .loop LDA#302,Y:CMP#95
:BNEout:LDY#32
8 .out STA#302,Y:INY:CPY
#10:BNEloop:PLA:TAY:PLA:RTS
9 J:NEXT
10 ?8220=B: ?8221=9
```

ONE of the main problems with naming conventions on the Electron's cassette filing system is that it will not allow spaces to form part of a filename.

Previously, this has meant saving your programs with filenames such as MYGAMEONE, which isn't very meaningful. Now Den Miller offers a simple

solution with this excellent 10 line utility to include the space character in filenames.

To use it, simply load and run the program then before you save the next program enter *FX 14,4.

Insert the underline character where you want the spaces to appear in the filename and save as

normal. For instance:

SAVE 'MY GAME ONE'

When the Electron has finished saving enter *FX 13,4 to disable the routine. Programs saved in this way should be reloaded without a name, like:

CHAIN ~

and not with:

CHAIN 'MY GAME ONE'

Automatic Version Numbering

WHEN you are developing a long program, especially in assembly language, one of the main problems is forgetting what you called the last version of the program you saved. Now Julia Forester solves this irritating problem with a simple 10 liner.

The program is split into two halves, one for cassette and one for disc, so you

only need to type in the part that applies to your system.

To use either, the number of the latest version must first be poked into location &70 like:

?870=1

With the disc version this is only needed once, since the current version number is saved in a file called V each time the program is

resaved.

To save the program simply press function key one. To reload the last version saved at any time press function key zero. Cassette users should remember to rewind the tape first.

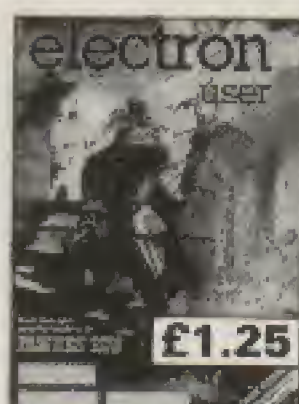
As with verify, the utility stays in memory until the computer is reset or switched off.

```
1 REM Auto version numbe
2 REM by Julia Forester
3 REM Disc version
4 :
5 *KEY 0*LOAD V ?0:MOSEL
I"LOAD PROG"+STR$(?870-1)+
"+STR$PAGE:MOOLDIM
6 *KEY 1*LOAD V ?0:MOSEL
I"SAVE PROG"+STR$(?870)+
"+STR$PAGE+" "+STR$(TOP-1):M
?870=?870+1:M*SAVE V ?0+1:M
7 REM Cassette version
8 :
9 *KEY 0:MOSEL"LOAD PROG"
+STR$(?870-1)+ "+STR$PAGE:
MOOLDIM
10 *KEY 1:MOSEL"SAVE PROG"
+STR$(?870)+ "+STR$PAGE+"
"+STR$(TOP-1):M?870=?870+1:
M
```


Britain's best-selling computer magazines!



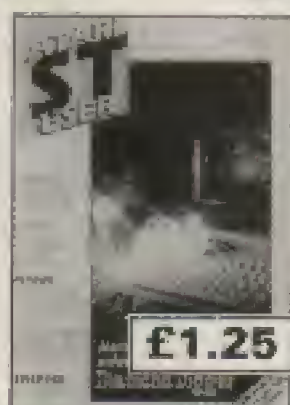
The Micro User



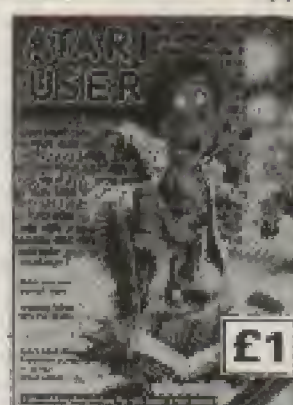
Electron User



Apple User



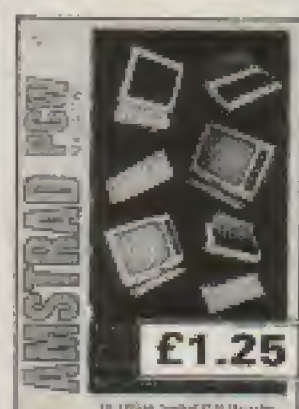
Atari ST User



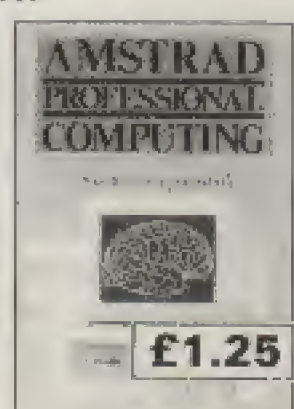
Atari User



Amstrad Computer User



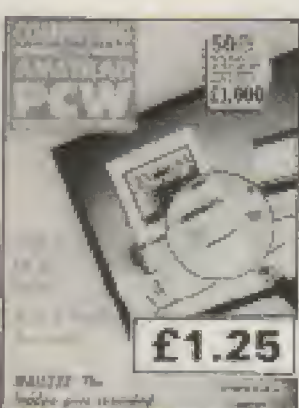
Amstrad PCW



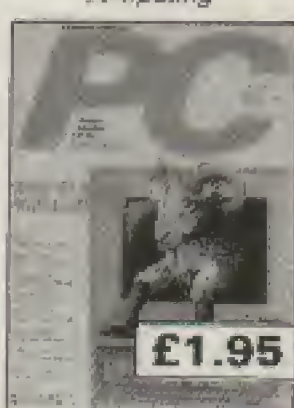
Amstrad Professional Computing



Computing with the Amstrad CPC



Computing with the Amstrad PCW



PC Amstrad

**On sale NOW at your
newsagents or call**



**Diamond-
Europsych**
0424 430422/422928

LIGHTSPEED SOFTWARE

Dept EU

50 HIGH STREET HANHAM BRISTOL BS15 3DR

24 HOUR ANSWER PHONE FOR ALL QUERIES

New titles available on release day

TITLE	OUR PRICE	TITLE	OUR PRICE
ACORN SOFTWARE 1	7.75	MICROPOWER MAGIC II	6.75
ACORN SOFTWARE 2	7.75	MINI OFFICE	4.90
ADVENTURE CREATOR	12.50	MOUSETRAP	6.75
BIG K.O.	6.90	OXBRIDGE	6.75
CODE NAME DROID	7.75	PALACE OF MAGIC	7.65
CODE NAME DROID (3.5" disc)	12.50	PALACE OF MAGIC (5.25" disc)	10.80
COLOSSUS CHESS 4.0	7.75	PALACE OF MAGIC (3.5" disc)	12.50
COMMONWEALTH GAMES	6.75	PAPERBOY	7.75
COMPUTER HIT 10 V 1	7.75	PHANTOM	6.90
COMPUTER HIT 10 V 2	7.75	PHANTOM COMBAT	7.75
COMPUTER HIT 10 V 3	7.75	POWER PACK	7.75
COMPUTER HIT 5	5.90	PSYCASTRA	6.90
CRAZEE RIDER	7.75	RAVENS KILL	7.75
CRYSTAL CASTLES	7.75	REPTON 3	7.75
DODGY GEEZERS	7.50	ROUND WORLD 80 SCRN	6.75
ELITE	10.50	SPHERE OF DESTINY	6.75
EXPLODING FIST	7.75	STEVE DAVIS SNOOKER	7.25
FIVE STAR GAMES 1	7.75	STRIKE FORCE HARRIER	7.75
FIVE STAR GAMES 2	7.75	SUPERIOR COL V3 DISC	12.50
FOOTBALLER OF YEAR	7.75	SUPERIOR COL VOL 3	7.75
FRENCH ON THE RUN	7.75	TARZAN	7.75
FUTURESHOCK	6.75	THE GULL	14.00
GOAL	6.75	THUNDERSTUCK	6.75
GRAHAM GOOCH	7.75	THUNDERSTUCK II	6.75
IAN BOTHAM	6.75	WINTER OLYMPICS	6.75
IMPOSSIBLE MISSION	7.50	XOR	7.75
KAYLETH	6.90	YIE AR KUNG FU	7.00
KET TRILOGY	7.75	YIE AR KUNG FU II	7.50
LAST OF THE FREE	6.75		

ALL PRICES ARE INCLUSIVE OF VAT AND DELIVERY
INSIDE THE UK.

PLEASE MAKE CHEQUES P.O.s PAYABLE TO

"LIGHTSPEED SOFTWARE"

ALL ORDERS DESPATCHED WITHIN 24 HOURS, BUT PLEASE
ALLOW 7 DAYS

W O R D S
S O F T W A R E

Whatever your subject...

French, First Aid, Football,
Spelling, Science, Spanish,
Sport, Scotland, England,
English Words, German,
General Knowledge,
Geography, Italian, Arithmetic,
Natural History and Welsh.

**Let your computer
help you learn**

Write or phone for a FREE 20
page illustrated catalogue of
our Leisure and Educational
Software

KOSMOS SOFTWARE LIMITED
FREEPOST (no stamp needed)
DUNSTABLE, Beds. LU5 6BR
Tel: 05255 3942 or 5406

Micro Messages

NIC Outterside's articles on educational software are interesting. However, the problem does not seem acute for children under 12 years of age. There is masses of software available, some of dubious quality, for all computer systems.

Nor is there a problem for the sixth formers. They can write their own software (my son produced a program to investigate imaginary numbers during his summer holiday which left me gaping), and in most schools, can also use main-frame terminals.

The problem does seem acute in the middle years 12-16. In my children's school the problem has been partially solved by the masters specifying a requirement and getting assistance in writing software from parents.

This is by no means ideal. The school masters are happy to admit they are not computer specialists and the specification frequently leaves much to be desired. Many of the parents use computing in their jobs, but do not possess teaching skills, so there is many a slip.

My children's school does not use Acorn equipment. If I could be assured that there is adequate educational software for this middle group available from Acorn, we might be able to persuade the school governors to change suppliers.

I found Nic's smug statement that "for the first time" he can say all the children in his school have used computers (I am sure his idea of computer literacy and mine are at odds) is a truly devastating comment on the teaching profession — thankfully not true across the board.

After all, the first cheap micro (the Commodore Pet) appeared about 10 years

Living in cloud cuckoo land?

ago and many schools bought or hired one then at least for evaluation purposes.

Surely RML and Nascom machines appeared long before the Sinclair ZX81? My own children's school tells me they already had 25 miscellaneous micros in use by 1981, which was about the time the ZX81 appeared.

They have of course, since then bought many more and standardised on one make. What sort of cloud cuckoo land did Nic's colleague live in? — R. Hill, Woodford Green, Essex.

● Your experiences are the exception rather than the rule and many schools did not have micros until well into the 1980s when subsidised BBC Micros were provided — one per school!

Even now, the numbers of micros are very small and often schools (including large comprehensives with 1000 pupils or more) have only a handful of micros.

The situation is improving, but we doubt whether many schools can boast of an average of more than one or two micros per class of 30 pupils.

A comprehensive of 1000 pupils would require 100 micros to achieve a ratio of one micro shared between 10 pupils.

By the time you've bought computers, monitors, printers, disc drives, trolleys to put them on, cupboards to lock them up in, the odd software package and so on, the total cost could be as much as £100,000. This is way beyond the budget of many schools and they simply can't afford it.

Help for Geoff Capes

I THINK your magazine is excellent and it has some brilliant ideas. Many people seem to be having problems with Geoff Capes' Strongman. I am actually quite good at it, but had trouble at first. Here are some tips:

First it asks you to share the energy you have among the sections of your body. Put more energy into the hands for car rolling.

On the side of the screen there is a chart showing effort. Move that nearly to the top using the cursor keys. As soon as a section flashes, use the keys Z, X, * and ? to move the arrow to the flashing section and press Return. It should beep, but it won't if that section's energy isn't high enough.

I hope this helps. — Gerald Reeves, Folkstone, Kent.

Superior service

ABOUT a month ago I was loading Superior Software's Ravenskull when to my horror my tape deck chewed it up beyond repair.

As it was my equipment that broke the cassette I just threw it away. I then wrote to Superior Software asking them to bring out more software on 3.5in disc for the Electron and Plus 3, and also explained what had happened to my tape.

A couple of days later I got

a letter from them asking me to return the broken cassette and they would gladly replace it. I wrote back telling them I had thrown it out and about three days later they sent me a brand new cassette of Ravenskull. That is what I call a superior company. — Paul Keddie, Fife, Scotland.

Star printer driver

I OWN an Electron and a Star NL-10 dot matrix printer. Until you printed the printer driver for View in the August 1986 issue of Electron User, life with my printer was quite boring.

This has now been knocked off its perch as the most useful utility printed in your magazine by the new Driver II in the August 1987 issue.

This is far better than the previous printer driver because an unlimited (within reason) number of different type styles can be used. I would like to congratulate Julie Boswell for writing it.

Could you please inform cassette users that they must type:

PRINTER DRIVER

to load the driver created by the program into View.

I have a problem when using Driver II. When printing out letters the printer advances the paper one inch too far, even when set with

Turn to Page 48 ►

◀ From Page 47

the DIP switches to use 11 inch paper.

This only happens when using this driver so could you please tell me what I am doing wrong as I have checked my listing and have not found any mistakes.

Table 1 shows a list of type styles available together with the codes needed to enter them into the printer driver. These should work with any Epson compatible printer. I'm sure printer owners will find this most useful.

Finally, would it be possible to write a Get it Right checksum program like the one used in The Micro User? — **Paul Mama, Middleton, Manchester.**

● The page length problem may be caused by some of the type styles taking up more than one line on the page. If double height text is printed an extra line of paper is required for every line on screen. This will mean View miscalculates the length of the page.

You can correct this by setting the page length within View using the stored command PL. However, it seems a bit of a hit and miss affair whether you get it right — can any readers come up with a more satisfactory solution?

We are looking into the possibility of a checksum program. The BBC Micro version will run on the Electron providing the listing

ALL programs printed in this issue are exact reproduction of listings taken from running programs which have been thoroughly tested.

However on the very rare occasions that mistakes may occur corrections will be published as a matter of urgency. Should you encounter error messages when you type in a program

they will almost certainly be the result of your own typing mistakes.

Unfortunately we can no longer answer personal programming queries concerning these mistakes. Of course letters about suggested errors will be investigated without delay, but any replies found necessary will only appear in the mail pages.

being checksummed is fairly short. Unfortunately, the routine runs out of memory with larger programs (when it is most needed), especially if you have a Plus 3 disc drive.

No joy with Plus 3

I HAVE the April 1985 Electron User cassette. On it there is a program called Joyplus, designed so any software other than Acornsoft's can be used with the Plus 1 and joysticks.

I now have a Plus 3 disc drive and cannot succeed in making the program work from disc. I have transferred the program to disc, but it will not run.

I have eliminated one

problem by changing the Mode 1 in line 70 to Mode 4. By doing this I then get an error in line 80 and the program will not run. Do you have any ideas on this?

One other question: I have Mini Office on cassette and cannot succeed in transferring it to disc. Do you supply this software on 3.5in disc for the Electron? If so, how much does it cost? If not, is there any way of transferring it to disc? — **S.J.Thomson, Reading, Berks.**

● Joyplus was written with a tape based Electron in mind. In fact, the Plus 3 was not available when the program was written and we're not sure why it won't work. It does however, work with ACP's Plus 4 so it could be a memory clash problem.

We thought it was about time we updated this excellent utility and you'll find a completely rewritten and much improved joystick utility in this issue. This will work with all versions of the Electron and disc filing system.

This will enable you to use most magazine listings and some commercial software that is designed for keyboard only, with a Plus 1 and joystick.

Unfortunately, Mini Office is not available on 3.5in disc for the Electron and it cannot be transferred from tape because of the heavy protection.

However, the BBC Micro version on 5.25in disc does

work with Slogger's SEDFS and ACP's Plus 4 if you don't mind it trying to print the odd Mode 7 control code on the screen (which does no harm by the way). Watch out if you have ACP's ADT rom — you'll need to *UNPLUG it before IBOOTing Mini Office.

Compatible Plus 3

CONGRATULATIONS on an excellent magazine, especially the reviews and type-in programs, and of course, Micro Messages. But alas, I have a problem. I cannot get a Plus 3 anywhere.

I have no disc expansion at the moment and don't mind if I just get a Plus 3 compatible drive. Is the Rombox Plus from Slogger fully compatible with the Plus 1 and if so, can you recommend an interface and 3.5in drive? — **Zachary Tullett, Bognor Regis, West Sussex.**

● All the Plus 3s Acorn made have now been sold and no more are available. However, Advanced Computer Products has obtained permission from Acorn to produce its own version of the Plus 3 and this will be on sale for £99.

ACP has got the source code for the ADFS and will be tidying up some of the bugs and squeezing in some utilities as well, so it should be good.

Which DFS?

HAVING had an Electron now for four years along with a Rombox and Amstrad DMP3000 printer, I wonder if you could advise me as to my next move?

I would love to upgrade my micro by adding a disc system, but am not convinced it would be worth the cost. If I did, could you

Style	On	Off
Italics	27,52	27,53
NLO	27,120,49	27,120,48
Elite	27,77	27,80
Condensed	27,15	18
Double width	27,87,49	27,87,48
Proportional	27,112,49	27,112,48
Emphasized	27,69	27,70
Bold	27,71	27,72
Underlined	27,45,49	27,45,48
Superscript	27,83,48	27,84
Subscript	27,83,49	27,84
Double width/height	27,104,1	27,104,0
Quad width/height	27,104,2	27,104,0
UK characters	27,82,3	27,82,0

Table 1: Printer driver codes

advise me which disc filing system to go for?

If I was going to upgrade to another computer system I would obviously be interested in the BBC series, so could you also advise me on the the best buy – the Master or Master Compact. – M. Roberts, Baor.

● The cheapest disc system is ACP's Advanced Plus 3 – it's so new we haven't even seen one yet, but it should be good.

The Master is probably the better choice of the two micros you mention as it is far more flexible and it has a far wider scope for expansion.

Our advice however, would be to hang on to your Electron for another couple of years and keep your eye on the Archimedes. At the moment there isn't much software or hardware available for it, but once it gets established we'll see some amazing packages.

Your Plus 3 ADFS discs will work perfectly in the Archimedes and it will even load and run many Electron User program listings, machine code included provided you load the 6502 emulator.

Hints and tips wanted

THANK you very much for publishing the software chart, it has made the magazine even better. But please could we see a space devoted to hints and tips for games?

Do you or any readers know of a good software library for the Electron? I know of one, but it does not have any up-to-date games. – Lee Harland, Gilesgate, Durham.

● Arcade Corner is devoted entirely to hints, tips, pokes and cheat modes for arcade games and Pendragon provides help for those stuck in adventure games.

We haven't heard of any software libraries specialising in Electron software.

More ram - better graphics?

ON hearing of the Master Ram Board and its 64k from Slogger, I was amazed and immediately set about saving my spare cash for one.

Does this add-on mean that games for the Electron could match the quality and graphics of the Commodore 64, and if so, then why aren't there any of the new games out already? – Kevin Etheridge, Cheltenham, Glos.

● The number of screen

modes, their resolution and the number of colours available will not be changed by adding more ram.

However, the more memory the programmer has available to him, the larger and more complex the games he can write and the greater the variety of graphics he can incorporate. So, more memory does in fact mean better quality games can be written.

Unfortunately, software

houses are still writing software designed to run on the standard Electron and do not provide enhanced versions for the much faster Turbo and Master Ram Board versions.

If there is sufficient demand for Turbo or 64k games the software houses will respond by producing the software. If you want better games then write to the software houses and let them know.

Double trouble

I HAVE just bought a new printer – a Micro-P Shinwa CPA-80 – and it's working perfectly except for the graphics. With the enlarged screen dump from Slogger's Stargraph it will only print three-quarters of the width of the paper recommended for the machine.

What I think is happening is that the printer when switched on is putting itself into double density mode. Please could you tell me which code you enter for the normal density mode as the manual is very confusing.

Could you also tell me which FX code switches off line feeds as it doesn't tell me how to do this in the manual.

Finally, is there a code to switch off a specific rom in the Rombox Plus? I have been told Slogger's Elkman does this, but £9.95 seems a lot to pay for just this utility. – G. Wintle, Cheltenham, Glos.

● We haven't had any experience of your printer so we must turn this problem over to the readers and ask them for a solution. Can anyone help?

You can switch off line feeds with *FX6,10 and turn them back on with *FX6,0.

Elkman is a complete

toolkit rom which will list the roms present, turn them off and on, dump memory in hex and Ascii, load and save rom images to sideways ram, disassemble machine code programs and much more. At £9.95 it's a bargain and well worth considering.

However, if all you wish to do is turn a rom off, try poking a zero into the position occupied by the rom in the operating system's rom table starting at &2A0. For instance, if your rom is in socket 5, enter:

?&2A5=0

to switch it off.

Record breaking letters

IN Tynesoft's Commonwealth games I found something I would like to know how to produce. If you break the world record in the weight lifting event you are informed in really massive letters NEW RECORD.

Please could you tell me how to produce letters that size as they would be useful for the darts scoreboard I have produced on my Electron.

Big letters would make it much easier for players to see their score. Normal or

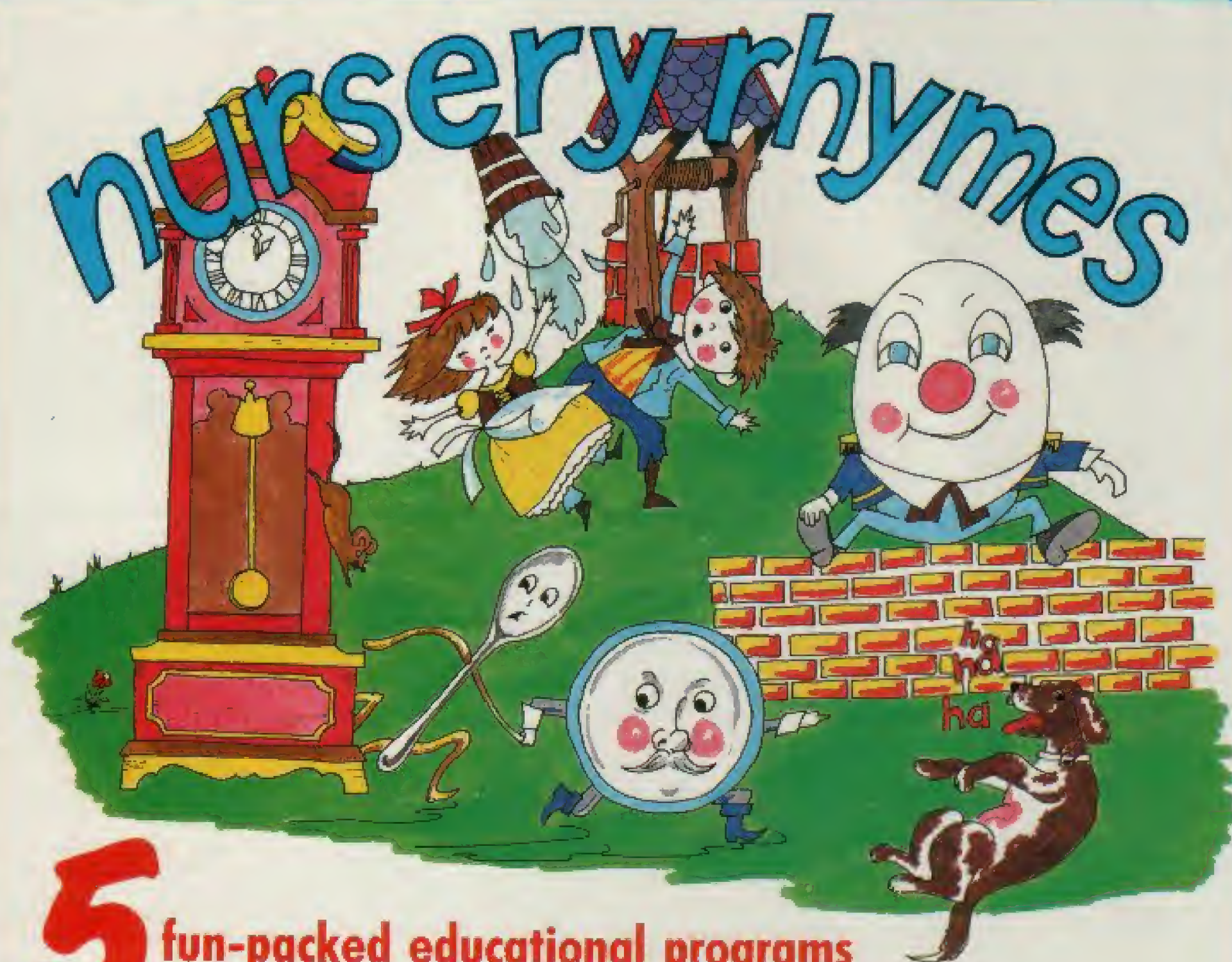
double height letters are too small when the television is eight feet away. – Michael Severn, Preston, Lancs.

● Here's a short routine to print extra large text:

```
10 REM Big Letters
20 MODE 6
30 PRINT
40 INPUT "Enter MODE:"M$
50 MODE M$
60 PRINT
70 INPUT "Type in a short word:"word$
80 PROCbig(0,10,1,word$)
90 END
100
110 DEF PROCbig(x,y,c,m$)
120 COLOUR 128+c
130 FOR i=1 TO LEN m$
140 ?&70=ASC(MID$(m$,i))
150 AX=10:XY=&70:YX=0
160 CALL &FFF1
170 FOR j=0 TO 7
180 PRINTAB(x+i*8-8,y+j);
190 FOR k=7 TO 0 STEP -1
200 IF j=&71 AND 2*k VDU 3
2 ELSE VDU 9
210 NEXT
220 NEXT
230 NEXT
240 COLOUR 128
250 ENDPROC
```

To print a short word in large text call PROCbig(x,y,c,m\$) where x,y are the coordinates to print at, c is the colour and m\$ is the string of characters.

It works by asking the operating system to get the character definition data for each character using osword 10. It then prints a coloured space for each bit set in each of the eight data bytes.



5 fun-packed educational programs
... for young children everywhere



This delightful collection of programs is based around children's favourite Nursery Rhymes. There's plenty of sparkling colour, sound and captivating animation to keep them riveted – and as they play they'll be learning all the way.

- ★ Tell the time with Hickory Dickory Dock.
- ★ Assemble the jigsaw in Humpty Dumpty.
- ★ Learn to spell with Jack and Jill.
- ★ Match the animals in See Saw Marjory Daw.
- ★ Play an exciting game in Hey Diddle Diddle.

Children from two to nine will be entertained for hours with these interactive programs. Don't miss out on this beautiful gift for your family – and at a very special price.

ONLY £5.95 (cassette)
£6.95 (3½" disc)

Suitable for any Acorn Electron

TO ORDER PLEASE USE THE FORM ON PAGE 53

Battle your way across the barren wastelands



In this superb arcade-style game you play the part of Commander Stryker, tramping across the radiation-wrecked landscape, shooting down the helicopters and jetships which soar overhead. Blast the flesh off the Volgan soldiers as they come into view – and watch their skeletons crumple to the ground.

There's miles of awesome background scenery – bomb-struck buildings, military bases and gravestones to create a spine-tingling atmosphere.

Get Stryker's Run – it's a stunner!



SAVE
UP TO
£5

UPPER
WIRE

ACORN
SOFT

Acorn Electron
Cassette
£9.95

Play football's first interactive computer and board game!

Brian Clough's Football Fortunes is an exciting football management game with a difference – it combines an excellent range of computer-based features with a fascinating board game.

The result for the players is a package which is as much fun and as skilful to play as other best-selling board games, combined with the flexibility and speed of play which only a computer can supply.

Up for the Cup!

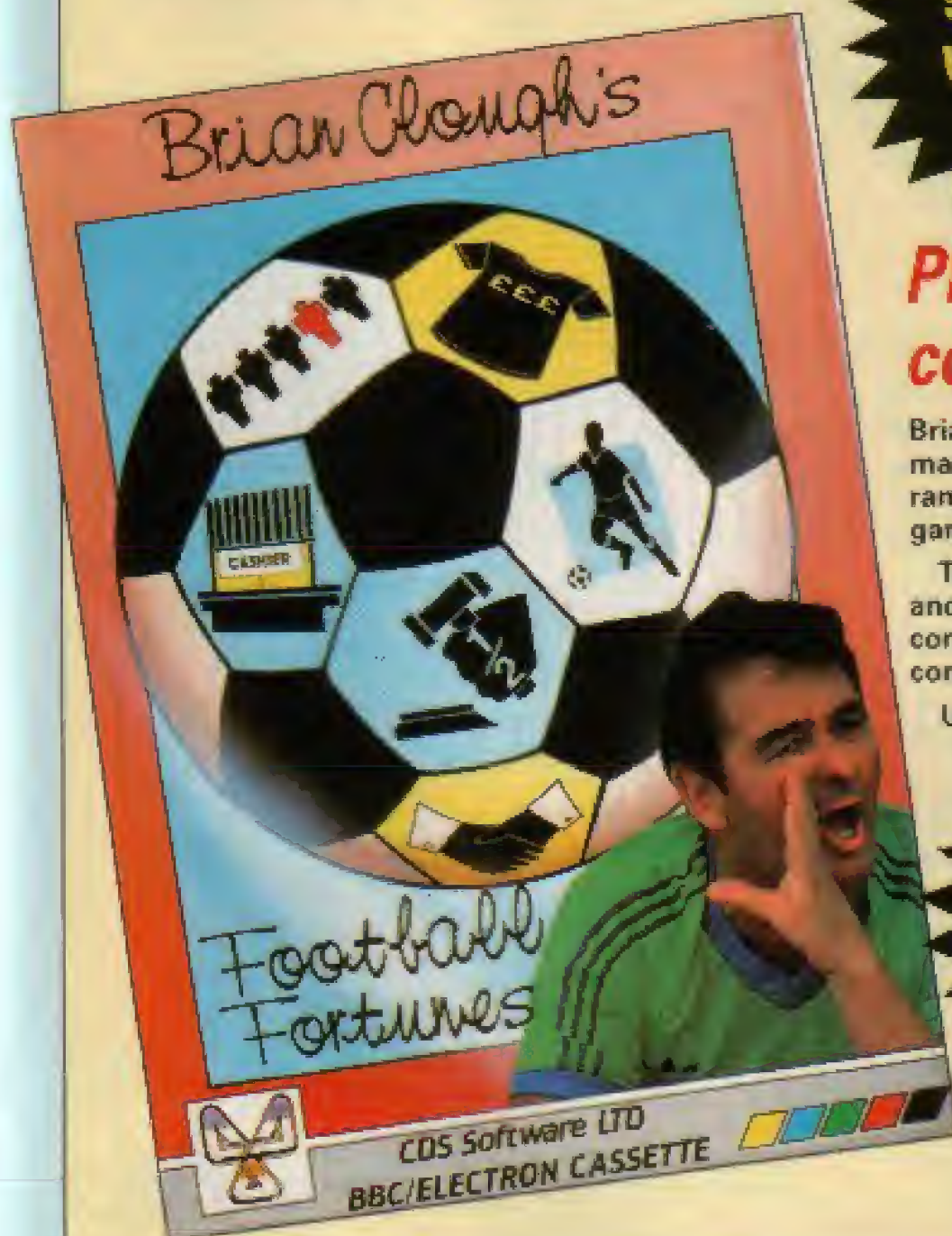
SAVE
UP TO
£7

FEATURES

- Two to five players
- Four skill levels
- Variable game length
- Computer die
- Teleprinter
- Constantly updated league tables
- Assessments of each manager's performance

CONTENTS INCLUDE

- Electron software
- Playing board
- Five coloured counters
- 112 Player cards
- 10 spare Player cards
- Six immunity cards
- Pack of money



CDS Software LTD
BBC/ELECTRON CASSETTE

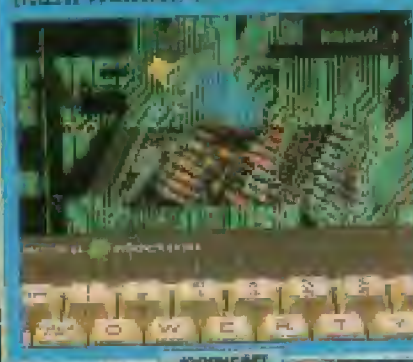
Suitable for	Product	Format	RRP	Special reader offer	YOU SAVE	Offer including subscription	YOU SAVE
Electron	Stryker's Run	Tape	£9.95	£7.95	£2	£19.95	£5
Electron	Football Fortunes	Tape	£14.95	£11.95	£3	£22.95	£7

TO ORDER PLEASE USE FORM ON PAGE 53

This is THE ultimate guide to the Electron!

acorn electron ADVANCED USER GUIDE

Mark Holmes & Adrian Dickens



Quite simply, the Electron Advanced User Guide is THE essential handbook that will allow you to exploit the full potential of the Electron.

Don't miss this money-saving offer!

Only £3.45 (inc. P&P)

SAVE a massive £6!

(Normal price £9.45)

UK readers only

This detailed guide to the Electron's operating system is a must for every serious Electron user. In its information packed pages you'll find:

- ★ Full details of how to implement the powerful *FX/OSBYTE calls.
- ★ Page ROMs revealed: The way they work and how to write your own.
- ★ Programming the ULA - all you need to know.
- ★ Full coverage of memory allocation and usage - make every byte count.
- ★ Complete circuit diagram: How to use the expansion capabilities Electron's exciting to the full.

and much, much more . . .

**Save
£3
on this
classic book!**



UK readers only

Exclusive offers ONLY for readers of Electron User

Was £5.95 NOW £2.95



**ONLY
£3.95**

Your Electron needs protecting!

Protect your Electron with our luxury dust cover made of soft pliable water-resistant vinyl, bound with strong cotton and decorated with the Electron User logo.

Keep your copies neat and clean!

This handsome binder is bound in attractive red pvc with the Electron User logo in gold blocking on the spine. It will hold 12 magazines firmly secured in place by metal rods.



**ONLY
£3.95**

All prices include postage, packing and VAT
Overseas orders sent exclusively by Air Mail

£ p

**Electron User
subscription**

UK £15 3001
Europe & Eire £23 3003
Overseas £38 3004

Commence with _____ issue

Renewal

UK £15 3002
Europe & Eire £23 3476
Overseas £38 3477

Stryker's Run

NEW

With sub* Without sub
Cassette only £4.95 £7.95 3130/3131

* This offer only available if accompanied by a subscription order or renewal

Brian Clough's Football Fortunes

NEW

With sub* Without sub
Cassette only £7.95 £11.95 3132/3133

* This offer only available if accompanied by a subscription order or renewal

Electron User back Issues

£1.75 UK	January 1987	3210	
£2.75 Europe	February 1987	3211	
£3.75 Overseas	March 1987	3212	
	April 1987	3213	
	May 1987	3214	
	June 1987	3215	
	July 1987	3216	
	August 1987	3217	
	September 1987	3218	
	October 1987	3219	

Back Issue bundle

NEW

April 86-Dec 86 (9 complete issues) 3017

UK £6.90, Europe inc Eire £8.90, Overseas £16.90

Cassette tape annual subscription

UK £35 3005
Europe/Overseas £45

Commence with _____ issue

Renewal

UK £35 3006
Europe/Overseas £45

Electron User tapes/discs

Tape £3.95, Discs £4.75. Overseas/Europe add £1

Royal Wedding	July 1986	3304		
Howzat	Aug 1986	3305		
Cavern Capers	Sept 1986	3306		
Rat Catcher	Oct 1986	3307	3407	3.5" Disc
Day at the Races	Nov 1986	3308	3408	
Santa's Sleigh	Dec 1986	3309	3409	
Grid Warrior	Jan 1987	3310	3410	
Maze	Feb 1987	3311	3411	
Super Boss	Mar 1987	3312	3412	
Dragons Doom	Apr 1987	3313	3413	
Hectic Henry	May 1987	3314	3414	
Hungry Harry	June 1987	3315	3415	
Mazebugs	July 1987	3316	3416	
Arena	Aug 1987	3317	3417	
Mr Miner	Sept 1987	3318	3418	
Witchcraft	Oct 1987	3319	3419	
Fawkes' Run	Nov 1987	3320	3420	

Readers in Europe (inc Eire) add £2. Overseas add £5 per item unless otherwise indicated

Send to: Electron User, FREEPOST, Europa House,
68 Chester Road, Hazel Grove, Stockport SK7 5NY.
(No stamp needed if posted in UK) Please allow 28 days for delivery

Order at any time of the day or night

Telephone Orders:
081-429 7931

Orders by Post:
Key 785, then 514568383

MicroLink/Telecom Gold
72:MAG001

Don't forget to give your name, address and credit card number

ENQUIRIES ONLY: 081-480 0171 9am-5pm

Valid to November 30, 1987

Please enter number required in box £ p

The Sound Master

NEW

£14.99 3000

Add £2 for Europe (inc. Eire)/£7 for Overseas

Knitwear Designer

Tape £8.95 3128
5.25" Disc £9.95 3129

Add £2 for Europe; £5 for Overseas

Nursery Rhymes

Tape 3.5" Disc
£5.95 £6.95

Add £1 for Europe/Overseas 3018/3019

Education Special Vol. 2

Classroom Computing on the Electron

Magazine + Electron Cassette £9.95 3007
Magazine + Electron 3.5" Disc £4.95 3008

Add £2 for Europe £4 for Overseas

Fun School

Tape 3.5" Disc
£4.95 £5.95

Ages 2-5 3080/3108
Ages 5-8 3081/3109
Ages 8-12 3082/3110

Add £1 for Europe/Overseas

Getting Started in BBC Basic

UK only £2.95 3100

Acornsoft Database

Needs a Plus 3 Disc £9.95 3119

Add £2 for Europe; £5 for Overseas

Advanced User Guide

UK only £3.45 3072

Mini Office

Tape £5.95 3052
Europe/Overseas £6.95

Magic Sword

Tape 3.5" Disc
£5.95 £6.95

3065/3105

Add £2 for Europe; £5 for Overseas

Ten of the Best

Tape 3.5" Disc
£5.95 £6.95

Volume 1 3068/3111
Volume 2 3069/3112
Volume 3 3070/3113
Volume 4 3120/3121

French on the Run

Tape £9.95 3115

Add £1 for Europe/Overseas

Classic Card and Board Games

No. 1 } Tape £5.95 3090
 } 3.5" Disc £7.95 3092
No. 2 } Tape £5.95 3091
 } 3.5" Disc £7.95 3093

Add £1 for Europe/Overseas

Electron Dust cover

UK £3.95 3058
Europe/Overseas £4.95

Magazine Binder

UK £3.95 3059
Europe £6.95
Overseas £10.95

TOTAL

Payment please indicate method (✓)

Expiry Date

☐ Access/Mastercard/Eurocard/Barclaycard/Visa

No.

☐ Cheque/Eurocheque made payable to Database Publications Ltd.

Name Signed

Address

Post Code

Tel EU11

Advanced Computer Products

ADVANCED DISC TOOLKIT

(01) /M/B/E/C

£34.50

Any Acorn user including Master, BBC B+, Electron, DFS, 1770 DFS, ADFS, 2nd. & co-processors A.C.P.'s BEST SELLING product containing over 30 commands inc.: powerful memory & disc editor, search memory/disc/basic, catalogue/unplug ROMs, load/run programs below page, automatic menu, file transfer (inc. locked cassette files), ADFS utils etc. etc. "It's superb" ... Database Pubs. - "A top-class toolkit - I have no hesitation in recommending it ... Acorn User Nov. 86" (16K EPROM & FULL MANUAL)

ADVANCED CONTROL PANEL

£34.50

(20) /M/B/E/C

ACP is a front end control panel language providing a sophisticated yet friendly interface between user and computer for access to Languages, MOS functions and the users own file utility etc. Main features include pull down windows, simple to change MOS configure, floating point calculator, file manager, SW ROMs facilities.

(16K EPROM & FULL MANUAL)

"It's very easy to create an entire customised front end for your own use." - Acorn User, August 1987.

"ACP is much better than any of the other front end systems I've seen." - Acorn User, August 1987.

"I can recommend it to anyone who wants easy access to the Electron's functions." - Electron User, August 1987.

ACP's main features are:-

- * Pull down windows operate throughout
- * Users can create their own windows
- * Simple to change MOS-s configure options
- * Easy entry to other languages
- * Floating point calculator
- * File manager
- * Sideways ROMs utilities

ADVANCED ELECTRON DFS

(05) /E/

£24.15

Electron & Plus 3 users gain BBC compatibility by adding the Advanced Electron DFS (1770 DFS) this is the same disc filing system supplied with the BBC B+. Now you can produce and access (compatible) BBC disc based software. A.C.P. also supplies 5 1/4" disc drives to add to your Plus 3 (inc 2nd drive adaptor). "ACP has produced another superb ROM for the Electron" - Electron User Feb '86

(supplied on 16K EPROM + DFS MANUAL)

ADVANCED DISC INVESTIGATOR

(06) /M/B/E/C

£28.75

A very powerful Disc utility for standard & non-standard discs. Backup most protected discs, edit any type of non-standard disc, check & repair faulty tracks, create new disc formats, copy 40track discs to 80track discs, verify two non-standard discs.

("ADI" features an extremely comprehensive sector editor, and one of the finest I've seen" Tubelink on Prestel)

(supplied on 16K EPROM + manual)

ADVANCED BATTERY BACKED RAM

(18) M/E+1

£39.99

For Master and Electron users. A battery backed 32k RAM cartridge A.B.R. is a self contained cartridge containing two 16k pages of sideways RAM with a rechargeable battery back up. Each 16k page can be individually locked by software. Supplied with full software support, to include loading software, ROM save, advanced print buffer and a disc utility MAKEROM.

"It's a superb Addon and a must for all serious Electron Users". - EU June

ADVANCED PLUS 4

(08) /E+1/

£79.98

"DISC DRIVE COMPATIBILITY AT LONG LAST" (Electron User June '86) this sums up AP4 & ACP's approach to producing products. AP4 is a fully ACORN compatible disc iface & will accept any standard drive inc. PSU, runs 1770 DFS (as fitted in the B+ & Master), keeps page & Eee utils in ROM & provides a spare rom socket. ACP's PLUS 4 comes out on top. I can recommend it to anyone" (E.U. June '86)

AP4 should be considered the standard interface for the Electron (AU July '86)

AP4 100 £199.00 (inc VAT & Securitor delivery)
AP4 400 £229.00 (inc VAT & Securitor delivery)

ADVANCED PLUS 5

(09) /E+1/

£66.70

A triple interface cartridge providing...

1) a TUBE 1/face allowing a second processor to be connected, increasing BOTH speed & memory (PAGE & Eee HIMEM & Eee in all modes)

2) a 1 MHz BUS for control applications & prommers

3) the USER PORT for mouse and graphic devices

Also contains 2/3 ROM sockets and on board operating software for 2nd processor.

ADVANCED 1770 DFS

3 versions ADM/C(11) - ADB(12)

ADE (13)

£34.50

ACP have totally re-written the Acorn 1770 DFS, enhancing existing features & adding new ones. The result is probably the fastest & most powerful disc filing system your computer could have. With the ability to operate in double density occupying both sides of a disc (840K). Automatic file relocation, improved file handling, 82 file catalogue and Sways RAM can be used as a fast RAM DISC.

(16K EPROM + comprehensive manual)

ADVANCED ELECTRON DFS Eee

(14) /E+ASR/

£19.99

An alternative to our AED(05) for Plus 3 and ASR users. This optional alternative DFS is designed for use in Sideways RAM (ASR) and allows the user to operate a disc filing system

& Eee when using the Plus 3 (in ADFS page would normally be & 1Dee). The DFS is simply loaded using the software supplied with the ASR from disc. (optional upgrade for existing AED users £9.50 on return of original EPROM) (3 1/2" ADFS disc + manual)

ADVANCED QTR MEG RAM

(19) (M(ADM)/E+1(ADE)

£79.95

New Hi-tech cartridge (normal size) containing an incredible 256k of S.ways RAM although it could be used to store many pages of s.ways ROM images its primary and best use is as a RAM Disc supported by our advanced 1770DFS (Master/ADM or Electron ADE are now upgraded to access the 256k in AQR. Now databases (i.e. Viewstore) can perform at breathtaking speed (over twice as fast as some other 1 Meg Silicon Discs) and animation with up to 25 screens becomes a reality. Price must reflect real value for money and package prices for AQR and ADME are available at £99.95 (existing ROMs may be upgraded when purchasing AQR for £5)

ADVANCED PLUS 1

E

£49.95

The Plus 1 is the main expansion for the Electron. It provides the Centronics parallel printer port, joystick interface and 2 cartridge slots into which go ROM cartridges including View, Viewsheat, Pascal, logo and our own popular AP4 disc upgrade.

OTHER PRODUCTS AND SPECIAL OFFERS ARE NOW AVAILABLE THROUGH

P.R.E.S.

- SEE OUR SEPARATE ADVERT

Equipment codes /M/= Master /B/=BBC /E/=Electron /E+1/=Electron+Plus 1 /C/=Compact

Please send order to -
Advanced Computer Products Ltd.
6 Ava House, High Street,
CHOBHAM, Surrey, England
GU24 8LZ Tel: 0275 76545
(mail order only)

All our prices include
UK delivery & VAT



(in event of any query
please include your tel. no.)

NAME

ADDRESS

POSTCODE

TEL.

CREDIT CARD No.

PROD
NO

PRODUCT

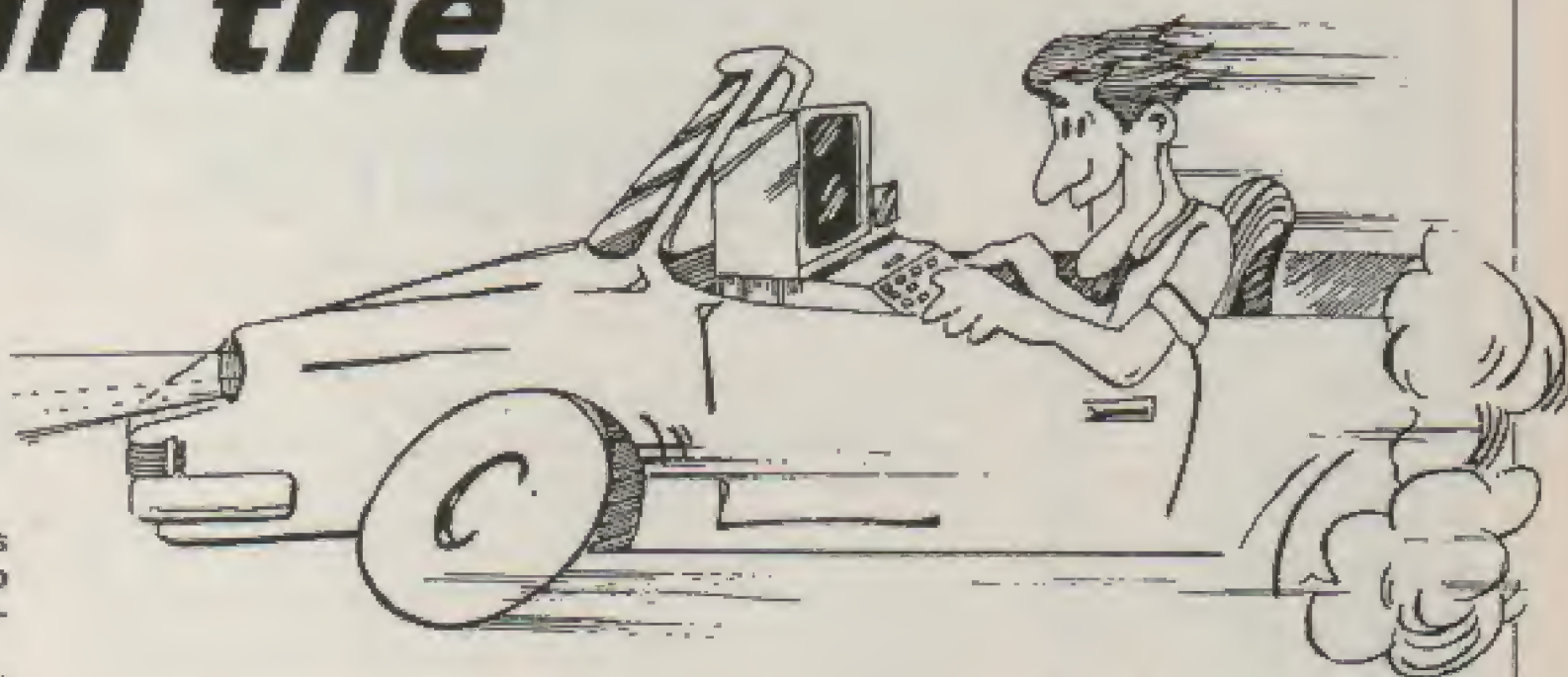
QTY

@

TOTAL

I enclose payment for £.....
Exp date (Ref E30)

Life in the fast lane



THIS month's program is designed to help you keep track of your petrol consumption.

It enables you to work out your current consumption in miles per gallon and compare it with previous values.

The current and the last nine values calculated are displayed on an easy-to-read bar chart.

By keeping track of the petrol used you can see whether the engine requires tuning – consumption will increase as the car approaches its next service.

If you regularly tow a caravan, this will also show up on the chart and you can easily see the effect of the extra weight.

Enter and run the program. You'll be asked if you wish to load the previous results. The first time you run the program the answer will of course be N.

Next you'll be asked if you wish to calculate your current petrol consumption.

BARRY WOOD shows how to keep your motoring bills down

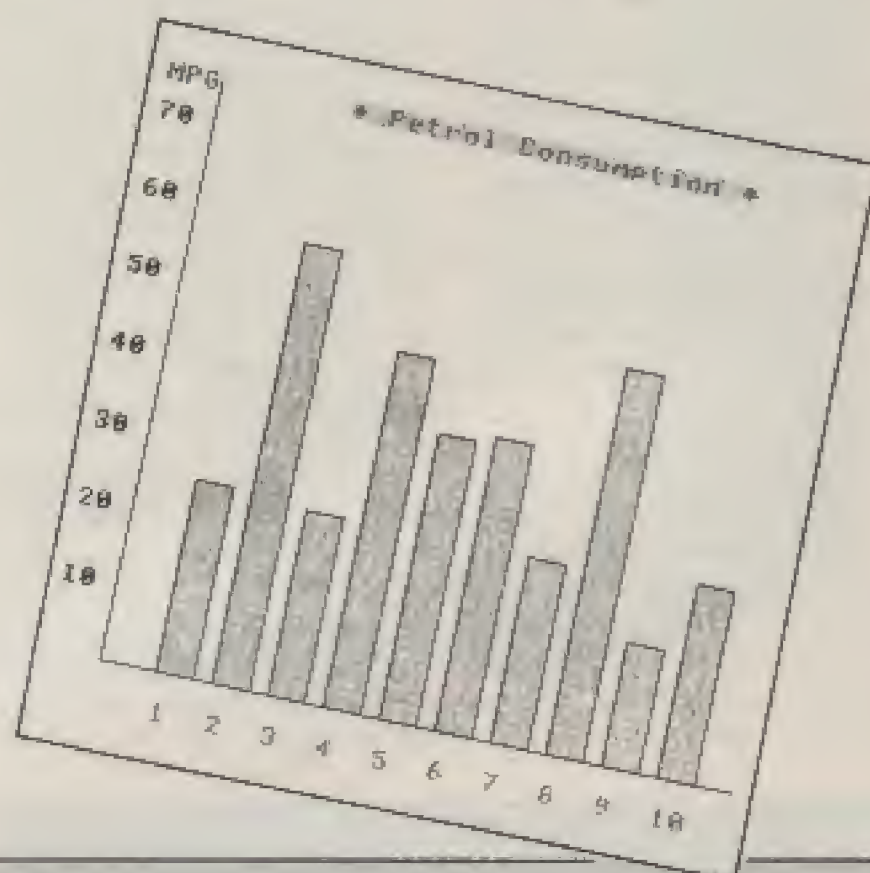
Press Y here.

Enter the number of miles covered at the first prompt and the amount of petrol used at the second.

Many petrol pumps deliver petrol in litres instead of gallons. If you tag an L on to the end of the number entered for the petrol it will be assumed to be litres, and is converted to gallons before calculating and printing the mpg.

After displaying this a bar chart is drawn showing the current mpg first (on the left) followed by the previous nine readings.

You can save the bar chart data to tape or disc.

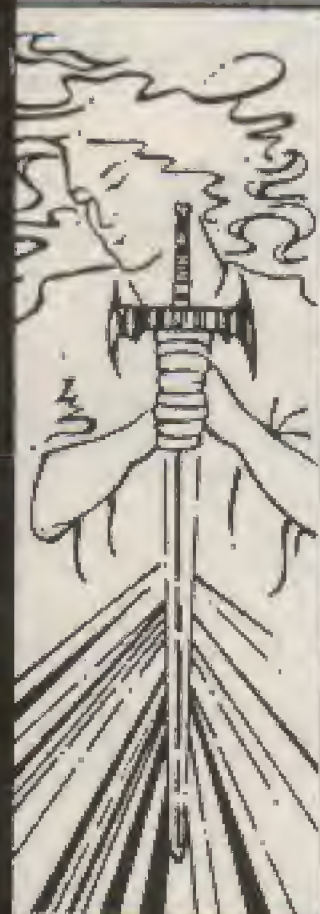


```
10 REM MPG calculator
20 REM By Barry Wood
30 REM (c) Electron User
40 MODE 1:FX16
50 DIM mpg(10)
60 $=CHR$(17)+CHR$(129)+
  * Petrol Consumption *+CHR
  $(17)+CHR$(128)
70 PRINT $
80
90 REM Load mpg's
100 COLOUR 2
110 PRINT "Load previous mp
  g's?";
120 IF INSTR("Yy",GET$) EL
  SE 230
130 MODE 6
140 file=OPENIN "MPGdata"
150 FOR i=1 TO 10
160 INPUT #file,mpg(i)
170 NEXT
```

```
180 CLOSE #file
190 MODE 1
200 PRINT $
210
220 REM New mpg
230 COLOUR 3
240 PRINT "Calculate new
  MPG?";
250 IF INSTR("Yy",GET$) EL
  SE 400
260 FOR i=10 TO 2 STEP -1
270 mpg(i)=mpg(i-1)
280 NEXT
290 INPUT "Row many miles
  ";m
300 INPUT "How much petrol
  ";p$
310 p=VAL p$
320 IF (ASC(RIGHT$(p$,1))=
  R 32)=ASC"L" p=p/4.5
330 mpg(1)=INT(m/p)
```

```
340 COLOUR 2
350 PRINT "MPG = ";mpg(1)
360 COLOUR 1
370 PRINT "Hit a key...";
380 GX=GET
390
400 REM Bar chart
410 CLS:COLOUR 2
420 PRINT "MPG TAB(10)+$
  ";
430 y=12
440 VDU29,96,76;
450 FOR i=1 TO 10
460 IF mpg(i) ELSE 520
470 GCOL 1,1
480 MOVE 0,y+i*10:PLOT 21,
  1200,y+i*10
490 MOVE 96+i,y+mpg(i):MOV
  E 96+i+64,y+mpg(i):PLOT 85,9
  6+i,4:PLOT 85,96+i+64,4
500 GCOL 0,3
510 MOVE 96+i,4:DRAW 96+i,
```

```
y+mpg(i):DRAW 96+i+64,y+mpg(
  i):DRAW 96+i+64,4
520 VDU 5:MOVE -96,12+y+i*
  10:PRINT i*10:VDU4
530 PRINT TAB(3+i*3,31);i;
540 NEXT
550 MOVE 0,900:DRAW 0,0:DR
  AW 1200,0
560 GX=GET
570
580 REM Save mpg's
590 MODE 6
600 PRINT "Save mpg's?";
610 IF INSTR("Yy",GET$) EL
  SE END
620 file=OPENOUT "MPGdata"
630 FOR i=1 TO 10
640 PRINT #file,mpg(i)
650 NEXT
660 CLOSE #file
```

By Pendragon

MY ravens bring me scrolls of good news for all Electron adventurers this month. Two regular readers of this column have spent the past three months testing over 80 BBC Micro adventures on Electrons fitted with Slogger's Master Ram Board. The marvellous news is all but three run perfectly.

This opens up the whole range of Level 9 and Acornsoft cassette-based text adventures to Electron users. I am reliably informed that with a Slogger SEDFS or ACP4 fitted you will also be able to run BBC Micro disc classics such as

Acheton, Egyptian Adventure and Quondam. In short, the sky's the limit!

The only real fly in the ointment is Melbourne House's Lord of the Rings which would not run, no matter how much I coaxed it. Level 9's Eric the Viking and Emerald Isle will run without graphics.

I imagine this is because they use Mode 7 to create the pictures – though Slogger informs me there is even a way around this small problem.

I have noticed with some adventures the double height characters on the loading screens appear unsightly in Mode 6. However, using D.Aulton's Clean-up utility, published in July's *Electron User* Micro Messages, this insignificant problem is also overcome.

So for only £49.95 – the cost of only five good quality adventures – you can have almost total BBC Micro adventure compatibility.

Needless to say I am now a proud owner of a 64k Electron and am spending hours

playing BBC adventures for myself. I will let you know of any rogue adventures which I come across.

Who knows, now we have such memory power, maybe Level 9 will even let us in to play its forthcoming multi-user mega-adventure, Avalon.

While riding back from a tournament last week I tuned my Chargerola into an interesting programme on Radio 4. I don't know whether you caught it, but there was a most enthralling interview with adventure writer, Anita Sinclair, in which she demonstrated the delights of adventuring to an unenlightened reporter.

The interview contained a preview of a new interactive adventure called Guild of Thieves. The version I heard involved the use of a voice synthesiser which supplanted the usual textual response.

I don't know whether Guild of Thieves is yet available for the Electron, but it is surely only a matter of time before we are holding conversations with our micros.

Further superb news is that Robico's wonderful graphic adventure, The Hunt (Search for Shauna) is now out for the Electron.

It is a superbly constructed sci-fi escapade in the tradition of Enthar Seven, with graphics which surpass those of The Lost Crystal.

The packaging is an interesting deviation for Robico and must be seen to be appreciated. I have a copy of this game for the first person to send me the secret of the hidden access in the Lost Crystal.

James Elson writes to say he has completed Sphinx Adventure in 248 moves, making regular use of the Mithril ring. Well done

James. There is a copy of Special Operations for anyone who can send me a solution of this game in less than 240 moves.

Finally, will Georgina Corrick who wrote asking for details concerning the adventure database, please let me have her address so I can forward the necessary information.

Next month I will announce the winner of the Home-penned adventure competition. So until the buffers run dry, happy adventuring.

Problems Solved

This month I seem to have had an inrush of pleas for help with various Melbourne House adventures. To appease all those readers threatening odd forms of suicide or GBH on my royal personage I will dedicate the section this month, to those games.

The following back issues of *Electron User* will furnish readers with realms of help with **Terrormolinos**: February, May, July, August, September, October and November 1986.

Jonathan Reeve cannot find the tickets for the holiday at the start of Terrormolinos. If you open the drawer in Beryl's room and EXAM the brochure, those elusive tickets should come to light.

Richard Bowler is stuck a few moves further on in the same game. The exact words you need to say to get into the taxi are HIRE TAXI.

Helen Loone has been a little more successful, but cannot discover which items to take to the beach. If my memory serves me well,

Adventurer's Glossary

Due to popular demand I am beginning this month to serialise an Adventurer's Dictionary which should prove helpful to novice and expert alike.

Alcove Always worth EXAMining and sometimes for dreaming in or maybe used for transportation purposes.

Ale Always SAVE your position before attempting to drink this as it could put paid to your adventuring.

Amethyst Almost always a treasure.

Apple Eat it – it could have transporting effects, but beware, it could also be poisoned.

Arquebus An ancient firearm – take care how you fire it.

Armour Usually worn for protection, though in the case of Red Moon, ensure you are wearing the padding first. Occasionally used for hiding something in.

Axe Invariably a weapon, though may also be used for chopping wood.

(To be continued)

Location	Description	Visible objects	Exits	Result
23	Beach by the ocean visible from cliff	Raft, cave in cliff	GO RAFT GO CAVE	Raft 24
24	In a cave	Cave drawings, opening in roof, stalactite	SOUTH smash stalactite GO CREVICE	23 25
25	In a metal lined tunnel	None	SOUTH EAST WEST NORTH	24 26 27 28
26	In a metal room	Sealed display case, containing cavemen	WEST	25
27	In a metal room	Sealed display case containing tyrannosaurus rex	EAST	25
28	In a metal lined tunnel	None	SOUTH EAST WEST	25 29 31
29	Dimly lit rock room	None	SOUTH WEST	30 28
30	Rock room	Alien machinery	NORTH	29
31	Metal room	Force field control console	EAST GO FORCE FIELD	28 32
32	Small metal room	Force field	GO FORCE FIELD	31

Parts 1 and 2 of our guide to Savage Island appeared in the August and September issues of Electron User. Next month: Part 4

you need to wear the trunks and hanky and take the harpoon gun and camera.

For the help I am about to offer with **Dodgy Geezers**, I am indebted to the marvelous set of hints supplied by one of my knights, Sir John Tipper.

Paul Evans, Andrew Spratling and Iain McFee are all stuck in part one of the game. Examine all the Wanted posters to establish the characters of the probable members of your gang.

You should then go about enlisting the help of Tricks, Soapy and Mr Video. However, the other undesirables also have important roles to play in supplying

you with information.

Little Ken will give you an important tip for the dog race. You should pass this on to Tweedle who will split his winnings with you when you meet him at the construction site. The dobermans should also be put to sleep if you want to avoid those sharp teeth.

Stephen Humphrey asks where he can find the flask in **Denis through the Drinking Glass**. Depending upon which version of this game you have, you will find that important drink either in the bookcase or the chamber pot in the master bedroom.

Martin Johnson points

out that part of the map of **Hampstead** published in the March 1987 issue of my column shows the screwdriver in the Toy Department, when we all know it is really in the Furniture Department.

I have had the monk flogged who made that transcription error, and executed the scribe who wrote a Cleaning in the jungle, in my Myorem maze map.

And for the cheats out there: To list the verbs, puzzles and room descriptions in any Melbourne House adventure, the following decompiler should be loaded upon QUITting the adventure. It

might be a good idea to enable your printer first of all.

```

0 CLS:GOTO31000
31000 VDU14
31010 INPUT"ST",ST%
31020 INPUT"EN",EN%
31030 ST=EVAL(ST%):EN=EVAL
(EN%)
31040 FOR AD=ST TO EN
31050 VA=?AD
31060 IF VA<65 OR VA>90 AN
D VA<97 AND VA>122 THEN VA
=46
31070 PRINT CHR$(VA);
31080 NEXT

```

You will need to enter the start and end addresses in hexadecimal when prompted by the program.

Turn to Page 58 ▶

Readers' Hall of Fame

◀ From Page 57

Enthar Seven (continued from last month) – The Boss

You now have a choice of the five remaining sectors of the adventure and for simplicity I next tackled sector six.

Equip yourself with the diamond, goggles (worn) and gloves (worn). Enter the Teleport cubicle and press S6. You will arrive in a desolate wasteland with evidence that some great catastrophe has occurred.

Exploration WEST will unearth the Teleport cubicle, and journeying EAST you will soon find a corrugated iron shed with an armoured glass window in its eastern wall. You should now realise the purpose for that diamond. Inside the shed is an oxygen cylinder which will prove priceless at a later stage of the game.

Back at the start, walking NORTH will take you to a sign warning of high levels of radiation. I soon discovered the ensuing area was a lethal maze in which it was impossible to SAVE your position.

I therefore decided to @BUFFSAVE at the Sign and used the Explore and die technique to methodically map an area of over 35 locations. A Geiger Counter, N, NW of the sign, helped me chart the region with a touch more safety and speed.

A copper coin is soon discovered, which will be needed when you reach sector seven. You will also meet two mutated life forms which are both deadly.

A heavy boulder can be used to crush the first – though take care how you collect it – and the goggles must be

worn before encountering the vitriol-spitting lizard.

After dying of radiation poisoning a few dozen times you should eventually discover a path out of the radiation field.

Exploration beyond the Tor will lead you to a beautiful blue flower in a large field. The salt lake bed must also be negotiated if you wish to retrieve the small oar and hammer. Remember that H2SO4 is not for drinking.

A teleport cubicle to the EAST of the Tor will guarantee you safe passage back to the command centre.

The Lost Crystal (continued from last month) – Robert Henderson

When part four starts you will be in total darkness and without your possessions. Your first priority is to find a light source and the only one available is Merlin's luminous gem.

Go and get the sword from under the black crystal room, and the stake at the end of the gloomy corridor. Open the vampire's coffin and kill him with the stake.

You can now free Merlin. Open the dungeon door, let Merlin wander to the coffin, then tell him to follow you.

Return to the dungeon, retrieve the hammer and bash the grating. Climb through and go back to the temple where you will need to kill the hydra again with the sword.

TWO WAYS TO ENSURE YOU GET

electron
A Computer Publication
user

EVERY MONTH

1. Complete and mail subscription form on Page 53
2. Hand this form to your newsagent.

Please reserve me a copy of Electron User magazine every month until further notice.

- ☐ I will collect
☐ I would like it delivered to my home.

Name _____

Address _____

Note to newsagent: Electron User should be obtainable from your local wholesaler, or contact Frank Everett, Circulation Manager on 0424 430422

Electron

budgetsoft

£1 95 PAPER MAKE A FACE SPIN KNOCKOUT SPIN KNOCKOUT COLLIN STARTER PACK 2 COLLIN STARTER PACK 2 PRISM EMPIRE ACORN SHAPES ACORN BOXER ACORN DESK GARY ACORN ME AND MY MIND PRISM GOLF TYNST 0 LEVEL PHYSICS TYNST 0 LEVEL CHEMISTRY TYNST 0 LEVEL MATHS TYNST 0 LEVEL BIOLOGY ADVENT ESCAPE FROM PULSAR 7 ADVENT TIME MACHINE ADVENT ARROW OF DEATH ADVENT WAX WORKS ADVENT GOLDEN BAYON ADVENT CIRCUS ADVENT TEN LITTLE INDIANS ADVENT WIZARD OF ARYZ LOON STOLEN LAMP OPTIX BOMBER BARCH ACORN USP ACORN FORTH VISION SMOOKER POWER HERCULES VPER SM	TYNST ST RATO BOMBER TYNST HYPER DRIVE TYNST CATERPILLA TYNST INVADERS TYNST 3D BOARD ALLEY TYNST BUTTERFLIES LONGMAN FIRST MOVES (CHESS) DEEP TALKS OF ARABIAN NIGHTS MPWOW SWAG MPWOW CHOCOLAS MPWOW CRACKER MPWOW GAUNTLET MPWOW KILLER OODIN LA MPWOW SWOOP MPWOW CHESS MPWOW STOCK CAR TYNST CYCLOPS INVASION TYNST TREAT II TYNST SPACE CAPERS TYNST BOZO THE BRAVE ACORN THEATRE QUIZ (2 TAPES) ACORN HISTORY QUIZ (2 TAPES) ACORN SCIENCE QUIZ (2 TAPES) ACORN I DO (2 TAPES) ACORN DATING GAME (2 TAPES) ACORN BIOLOGY (2 TAPES) ACORN ENGLISH (2 TAPES) ACORN GREAT WALL ACORN WORDS ACORN MILLIONAIRE ACORN CENTRAG ACORN ALIEN DROP OUT ACORN INVADERS ACORN FRUIT MACHINE ACORN PERCY PENGUIN ACORN STRANDED ACORN DRAUGHTS ACORN REVERSI ACORN CHESS ACORN WRUZZ ACORN PCW GAMES COLLECTION ACORN ROBOTRON ACORN ELECTRON ASS COURSE ACORN FEUX WEETS EML WEEVUSNEW ACORN BANDITS AT 1001 LOCK NEW ACORN FOOTBALL MANAGER	SUPOR OVERDRIVE SUPOR SMASHING GARD DUTRE MICRO OLYMPICS NADIVA ZALAGA NADIVA I BOTHAM SWET BETWILLYNEW GAMES PACKS £4 95 BOKER MICRO GAMES £5 95 EMPIRE ORDER NOW! ORDER NOW! ORDER NOW! £3 95 ACORN CYCLOPS ATTACK ACORN BLAGGER ACORN HEATHROW AIC ACORN MINISHANT ACORN ZANY KONG JIN ACORN TERNWEST ACORN MICRO VALUE (GAMES) ACORN CHUCKIE EGG ACORN 30 GAMES
---	--	---

Post and packing: 1-3 titles 75p, 4 or more £1. Overseas £1.30 per title.

Cheques/p.o.s to: Budgetsoft, Dept. EU, 39 Woodgate Park, Westergate, Chichester, W.Sussex, PO20 6QP.

A FEW months ago while writing a simple CAD system, I needed some form of pop-up menu. The program that created these had to save the area of screen where the menu was to appear, then display the options and wait for a key-press.

Once an option had been chosen, the routine had to restore what was previously where the menu was. This is achieved by saving part of the screen to memory and loading it back again afterwards.

The main problem encountered was that it was extremely slow in Basic to transfer a large chunk of the screen to another part of memory. So the routine had to be written in machine code.

The resulting program is shown in Listing I. It's not a complete program, just the procedures required to implement the pop-up menus and is intended to be tacked on to the end of your own programs.

Listing II is a short demonstration program. Enter this and add Listing I to the end to produce a complete program.

When run, a series of random lines will be drawn on the screen and you'll be presented with a menu. Choose an option by highlighting it with the cursor keys and press Return to confirm your choice.

The random lines are there simply to show how the routine restores the screen menu after removing

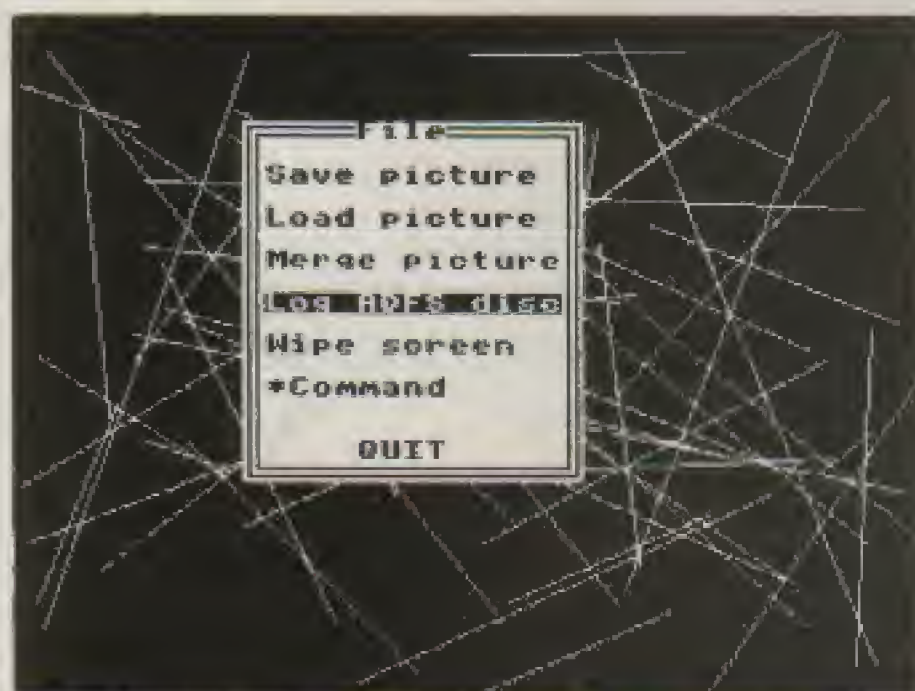


Figure 1: Using pull-down menus in an art package

the menu. You could in fact, have any picture or text on-screen.

As you can see from Listing II, a menu can be placed anywhere on the screen using the function FNmenu. To place one at x,y with n options and title t\$ you use:

```
O%=FNmenu(x,y,n,t$)
```

The menu options are held in the array menu\$, defined in PROCinitialise. After an option has been chosen, O% will contain the number of the item chosen.

Table I: Errors reported by FNmenu

Value of O%	Error
-1	Menu entries too long.
-2	Too many entries.
-3	Window too large.

Mode	New line 9330
0	=&3000+(x*8)+(y*640)
1	=&3000+(x*16)+(y*640)
2	=&3000+(x*32)+(y*640)
5	=&5800+(x*16)+(y*320)

Table II: Alternative lines for different modes

However, there are some cases in which O% can contain a negative number. This indicates an error. The error codes are shown in Table I.

The function FNmenu uses the procedure PROCwindow, which allows you to load or save a defined area of the screen to any

other place in memory:

```
PROCwindow(x1,y1,x2,y2,safe,s-  
pace,do)
```

where x,y1 and x2,y2 are the coordinates of the top-left and the bottom-right of the window to be saved and safe is the address the screen memory is to be moved to.

PROCinitialise uses DIM to reserve 5000 bytes which should be sufficient for most applications. If you only have small menus, you can reduce this.

The last parameter in the procedure call, do indicates whether to save or restore the memory.

The function FNaddress(x,y) calculates the screen address of any point on the screen. As it stands the utility works in Mode 4, however, with a little modification to line 9330 it can be made to work in any graphic mode. Table II shows the changes necessary. ■

Listing II

```
10 REM Menu Demo
20 MODE 4
30 PROCinitialise
40 COLOUR 129:CLS
50 GCOL 0,0
60 FOR i=1 TO 50
70 MOVE RND(1280),RND(1024)
80 DRAW RND(1280),RND(1024)
90 NEXT
100 menu$(1)="Apples"
110 menu$(2)="Oranges"
120 menu$(3)="Pears"
130 menu$(4)="Plums"
140 O%=FNmenu(10,5,4,"Pick a Fruit")
150 PRINT TAB(10,25)"You p
```

```
icked "menu$(O%)
160 *FX21
170 *FX4
180 END
```

Listing I

```
9000 DEF PROCinitialise
9010 DIM safe 5000,menu$(20)
9020 VDU23,224,0,0,255,0,0,
255,0,0
9030 VDU23,225,36,36,36,36,
36,36,36,36
9040 VDU23,226,0,0,63,32,32,
39,36,36
9050 VDU23,227,0,0,252,4,4,
```

Turn to Page 60 ►

Utility

◀ From Page 59

```
228,36,36
9060 VDU23,228,36,36,39,32,
32,63,0,0
9070 VDU23,229,36,36,228,4,
4,252,0,0
9080 FOR pass=0 TO 2 STEP 2
9090 PX=8900
9100 COTpass
9110 LDA #74:STA #70:LDA #7
5:STA #71
9120 .beg
9130 LDY #0:STY #7C:STY #7D
9140 .LL
9150 LDY #7E:DEX:BEQ write
9160 DEX:BEQ read
9170 .ret
9180 INC #70:BNE a:INC #71:
.a
9190 INC #72:BNE b:INC #73:
.b
9200 INC #7C:BNE c:INC #7D:
.c
9210 LDA #7C:CMP #78:BNE LL
9220 LDA #7D:CMP #79:BNE LL
9230 JNC #80:LDA #80:CMP #7
F:BEQ er
9240 CLC:LDA #70:ADC #7A:ST
A #70:LDA #71:ADC #7B:STA #7
1:JMP beg
```

```
9250 .read LDA (#70),Y:STA
(#72),Y:JMP ret
9260 .write LDA (#72),Y:STA
(#70),Y:JMP ret
9270 .er RTS
9280 ]
9290 NEXT
9300 ENDPROC
9310
9320 DEF FNaddress(x,y)
9330 =85800+(x*8)+(y*320)
9350 DEF PROCwindow(x1,y1,x
4,y4,safe,space,do)
9360 LOCAL a1,a2,a4,a5,j
9370 x4=x4+1
9380 a1=FNaddress(x1,y1):a2
=FNaddress(x4,y1):a4=FNaddre
ss(x4,y4):a5=FNaddress(x1,y1
+1)
9390 !#72=safe:!#74=a1:!#76
=a4
9400 j=a2-a1:!#78=j
9410 j=a5-a2:!#7A=j
9420 j=j*(y4-y1):left=space
-j
9430 IF j>space:okX=FALSE:EN
DPROC
9440 j=y4-y1:!#7F=j:!#80=0:
#7E=do
9450 CALL #900
9460 ENDPROC
```

```
9470
9480 DEF FNmenu(X,Y,nX,tS
)
9490 LOCAL maxX,x1,y1,x2,y2
,oX,oY
9500 VDU23,1,0;0;0;0;
9510 FOR L=1 TO nX
9520 IF LEN(menu$(L))>maxX
maxX=LEN(menu$(L))
9530 NEXT
9540 IF LEN(tS)>maxX maxX=L
EN(tS)
9550 x1=X:x2=x1+maxX+1:y1=
Y:y2=y1+nX+2
9560 IF x2>39 THEN =-1 ELSE
IF y2>32 THEN =-2
9570 okX=TRUE:PROCwindow(x1
,y1,x2,y2,safe,3000,2)
9580 IF okX=FALSE THEN =-3
9590 COLOUR 128:COLOUR 1
9600 FOR L=1 TO nX
9610 PRINT TAB(x1,L+y1);CHR
$(225+menu$(L));SPC(maxX-LEN(m
enu$(L)));CHR$(225);
9620 NEXT
9630 PRINT TAB(x1,y2-1);CHR
$(228);STRING$(maxX,CHR$(224));C
HR$(229);TAB(x1,y1);CHR$(226);S
TRING$(maxX,CHR$(224));CHR$(227
)
9640 LX=LEN(tS)/2:nX=maxX/2
:PRINTTAB(x1+(nX-tX)+1,y1);t
```

```
$;
9650 OX=1:PROCblock(0,129,0
X):*FX4,1
9660 REPEAT
9670 oX=OX:*FX19
9680 IF INKEY-42 OR INKEY-1
05 OX=OX+1
9690 IF INKEY-58 OR INKEY-7
3 OX=OX-1
9700 IF OX<1 OX=nX ELSE IF
OX>nX OX=1
9710 IF oX<>OX PROCblock(1,
128,oX):PROCblock(0,129,OX)
9720 UNTIL INKEY-74
9730 PROCwindow(x1,y1,x2,y2
,safe,5000,1)
9740 =OX
9750
9760 DEF PROCblock(c1X,c2X,
OX)
9770 COLOUR c1X:COLOUR c2X
9780 PRINT TAB(x1+1,y1+OX);
menu$(OX);
9790 COLOUR 1:COLOUR 128
9800 ENDPROC
```

This listing is included in this month's cassette tape offer. See order form on Page 53.

Electron
Software

COMPUTERWARE

PO BOX 318, STOKES-ON-TRENT, ST6 6UX

Brand new Software despatched within 24 hours!

TITLE	RRP	OURS	TITLE	RRP	OURS
5 Computer Hits	6.95	6.00	Microvalue	3.99	3.50
5 Star Games	9.95	7.50	Micro Olympics	5.95	5.00
5 Star Games 2	9.95	7.50	Mini Office	5.95	5.00
Acornsoft Hits Vol 1	9.95	7.50	Omega Orb	7.95	6.50
Acornsoft Hits Vol 2	9.95	7.50	Oxbridge	7.95	6.50
Action Pack 2	4.99	4.50	Paperboy	9.95	7.50
Around World 40 Screens	6.95	6.00	Panic	2.99	2.70
Bird Strife	1.99	1.80	Plan B	2.99	2.70
BMX Simulator	1.99	1.80	Power Pack	9.95	7.50
Bomb Jack	9.95	7.50	Power Pack 2	9.95	7.50
Citadel	9.95	7.50	Psycastris	7.95	6.50
Codename Droid	9.95	7.50	Ravenskull	9.95	7.50
Codename Droid (3.5 disc)	14.95	12.00	Ransack	7.95	6.50
Computer Hits 10 Vol 2	9.95	7.50	Repton 2	9.95	7.50
Computer Hits 10 Vol 3	9.95	7.50	Rick Hanson Trilogy	23.95	18.50
Crazee Rider	9.95	7.50	Savage Pond	2.99	2.70
Crazee Rider (3.5 disc)	14.95	12.00	Scott Adams Scope	9.99	7.50
Crazy Erbert	1.99	1.80	Sphere of Destiny	7.95	6.50
Cricket	2.99	2.70	Squakalizer	2.99	2.70
Dodgy Geezers	9.95	7.50	Steve Davis Snooker	9.95	7.50
Dunjunz	2.99	2.70	Star Drifter	1.99	1.80
Elite	12.95	10.50	Strike Force Hammer	9.95	7.50
Football Manager	2.99	2.70	Superior Col. Vol 9	9.95	7.50
Football Fortunes	14.95	12.50	Superior Col. Vol 3 (3.5 disc)	14.95	12.50
Footballer of the Year	9.95	7.50	Survivors	2.99	2.70
Future Shock	7.95	6.50	Tarzan	9.95	7.50
Galeforce	9.95	7.50	Tennis	2.99	2.70
Goal	7.95	6.50	Temple of Terror	7.95	6.50
Graham Gooch Cricket	9.95	7.50	Thruit	7.95	6.50
Hacker	1.99	1.80	Thunderstruck 2	7.95	6.50
Hercules	1.99	1.80	Uranians	2.99	2.70
Ian Botham Cricket	7.95	6.50	Vegas Jackpot	1.99	1.80
Impossible Mission	8.99	7.00	Way of Exploding Fist	9.95	7.50
Jet Set Willy 2	7.95	6.50	Xor	9.95	7.50
League Challenge	2.99	2.70	Yie Ar Kung Fu	9.95	7.00
Micropower Magic 2	7.95	6.50	Yie Ar Kung Fu 2	8.95	7.00

All software consists of genuine, brand new, original titles
Prices include VAT & P&P (orders less than £5.00 in total please add 50p)
Europe add £1 for 1st item then 50p for each additional item
Subject to availability, all software is despatched within 24 hours
Please make Cheques/POs payable to 'COMPUTERWARE'

Electron
Software

MITHRAS SOFTWARE

Best selling software for your Electron at Bargain prices

New titles available from day of release

	RRP	Ours		RRP	Ours
Play It Again Sam	9.95	7.50	Village of Lost Souls	9.95	7.95
Play It Again Sam (3.5" Disc)	14.95	12.50	Rick Hanson Trilogy	23.95	18.95
Palace of Magic	9.95	7.50	The Lost Crystal	12.95	10.65
Palace of Magic (3.5" Disc)	14.95	12.50	Oxbridge	7.95	6.50
Palace of Magic (5.25" Disc)	11.95	10.25	Kel Trilogy	9.95	7.50
Crazee Rider	9.95	7.50	Dodgy Geezers	8.95	6.95
Crazee Rider (3.5" Disc)	14.95	12.50	Kayleth	7.99	6.50
Codename: Droid	9.95	7.50	The Adventure Creator	14.95	12.95
Codename: Droid (3.5" Disc)	14.95	12.50	The Owl	16.95	12.95
Spy V Spy	9.95	7.50	Rick Hanson	9.95	7.95
XOR	8.95	7.50	Project Thesis	9.95	7.95
Superior Collection Vol 3	9.95	7.50	Myorem	9.95	7.95
Superior Collection Disc	14.95	12.50	Wheel of Fortune	7.95	6.50
Acornsoft Hits Vol 1	9.95	7.50	Castle Frankenstein	5.95	5.25
Acornsoft Hits Vol 2	9.95	7.50	Quest for Holy Graal	5.95	5.25
Paper Boy	9.95	7.50	Kingdom of Klein	5.95	5.25
Around World 40 Screens	6.95	5.50	Magnetic Moon	-	4.50
Graham Gooch Test Cricket	9.95	7.50	Rising of Salandra	-	4.50
Omega Orb	7.95	6.50	The Nine Dancers	-	3.65
Sphere of Destiny	7.95	6.50	Wychood	-	3.65
Five Star Games Vol 1	9.95	7.50	The Puppet Man	-	3.65
Five Star Games Vol 2	9.95	7.50	Stranded	-	2.75
Colossus Chess	9.95	7.75	Stolen Lamp	-	2.75
Impossible Mission	8.95	6.95	Adventure	-	2.75
Elite	12.95	10.50	Arrow of Death	-	2.75
Yie Ar Kung Fu 2	8.95	6.95	Circus	-	2.75
5 Computer Hits	6.95	5.50	Escape from Pulcar 7	-	2.75
Phantom	7.95	6.50	The Golden Baton	-	2.75
Tarzan	9.95	7.50	Perseus and Andromeda	-	2.75
Thunderstruck 2	7.95	6.50	The Time Machine	-	2.75
Goal	7.95	6.50	Ten Little Indians	-	2.75
The Big K.O.	7.95	6.50	Warworks	-	2.75
Micropower Magic 2	7.95	6.50	The Wizard Ahyr	-	2.75
Dunjunz	-	2.95	Survivors	-	2.95
Plan B	-	2.95	Football Manager	-	2.95
Hunkidory	-	2.95	Micro Value (4 Games)	-	3.65

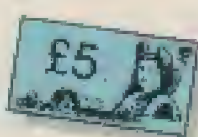
ALL PRICES INCLUDE VAT & P&P IN UK. ORDER NORMALLY DESPATCHED WITHIN 24 HOURS OF RECEIPT BY FIRST CLASS POST BUT PLEASE ALLOW 7 DAYS
(Orders to Europe and Eire add 50p for each item. Worldwide add £1 for 1st and 50p for each other item. Please send cheque payable through a UK bank or arrange for payment by Postal Girocheque)
Please Quote Electron (A BBC list is available on request) and send cheque or PO payable to:

MITHRAS SOFTWARE
PO Box 151, Maulden, Bedford, MK45 2YH
Tel: (0525) 402630

Exclusive Poster Bonanza



- ▲ Bumper 24" x 17" top quality posters.
- The latest chart topping titles under licence from Superior Software Ltd.
- ▲ All produced from the original artworks.
- Exclusive mail order offer.

- Only £1.95 each.
- **SPECIAL OFFER** Any 3 posters for only 
- ◆ **FREE** delivery in G.P.O. approved postal tubes, (UK only).
- ▲ Guaranteed delivery within 7 days.

Only available direct from

IMPACT
Posters

Unit 3 1 Percy Street Sheffield S3 8AU.

To: Impact Posters, Unit 3 1 Percy Street
Sheffield S3 8AU.

(BLOCK CAPITALS PLEASE)

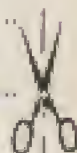
Please send me:—

Poster	Quantity
Crazy Rider
Around The World
Zorch
Codename: Droid
Palace of Magic
Ravenskull
I enclose £

Name

Address

Please make cheques/postal orders payable to Impact Posters





NON-VIOLENT - SOLVED BY PURE LOGIC

There was a puppeteer whose show always attracted large crowds. Rumour has it that his puppets are not made of wood at all but are in fact actually real miniaturised people. Just before the show the most important of the marionettes disappears. His one of them decided to leave?

In your dreams, Mnemosyne the wife of Zeus comes to you and offers you the chance to find that which is lost. Should you listen to the voice of your dreams or

...well crafted puzzles
You should add it to your collections!
Mad Matter - Micro User Oct. '87

£3.95
Inc. Postage & Packing

LARSOFT ADVENTURE GAMES

4 Chantry Road
Clifton
Bristol BS8 2QD

"Here at last is a true Mode 7 adaptor for the Electron, and very impressive it is too."—
Electron User, Aug. '87.

ELECTRON MODE 7 ADAPTOR

- Full hardware implementation with true Mode 7 display, giving 23k free with ADFS and 27k free with Tape.
- Compatible with PRETEL (Micromet 2000) for the growing numbers of communications and Telesoftware enthusiasts.
- Compatible with the WORDWISE range—arguably the most popular BBC word processors.
- Compatible with Teletext magazine editors (phone for details).
- Compatible with Slogger Turbo/Master RAM, and ACP add-ons.
- Runs Mode 7 software that is legally written or pokes directly to screen (works in other modes as well).
- Runs very long adventures games like LORD OF THE RINGS.
- New case to protect the edge connectors.
- PRICE £89 including P&P, etc.
- Available as a kit: bare pcb, ROM and parts list—£25

Also available, E2P Second Processor Kits: bare pcb, instructions and software—£15

"An excellent add-on."—*A&B Computing, April '86*

JAF SYSTEMS
9 Lan-y-Garwa, Caerphilly, Mid-Glamorgan CF8 1NL
Phone: (0222) 867203 (24 hours)

ADVERTISERS' INDEX

21st SOFTWARE	22
ADVANCED COMPUTER PRODUCTS	54
BUDGETSOFT	58
C&F ASSOCIATES	21
COMPUTERWARE	60
DATABASE SOFTWARE	50
ELECTRON & BBC MICRO USER SHOW	13
JAF SYSTEMS	62
KOSMOS SOFTWARE	46
LARSOFT	62
LIGHTSPEED SOFTWARE	46
MITHRAS SOFTWARE	60
PETER DONN	62
PRES	4
QUALSOFT	21
RAY COMPUTERS	62
ROBICO	62
SLOGGER	14-17
SOFTWARE BARGAINS	7
SUPERIOR SOFTWARE	2,61,63,64
TOWERHILL COMPUTERS	30
TYNESOFT	32
VOLTMACE	20

NEW FROM ROBICO!

THE HUNT Search for Shauna

A Science Fiction Adventure with graphics.—£9.95

Village of Lost Souls

A Mediaeval text only Adventure.—£9.95

Available from all good software retailers
or direct from:

ROBICO
3 Fairland Close
Llantrisant
Mid Glamorgan CF7 8QH
Tel: (0443) 227354

BBC/ELECTRON 'IMAGE' V.2

'IMAGE' was the ultimate tape back up system,
now, it's even better

You can be completely assured that this is the best and most able program of its type available. It can deal with:

- Locked programs
- Programs of any length
- 300t and 1200 BAUD
- Files
- ?s (Ctrl codes) in Filename
- Multiple back ups
- False or trick block info.
- Changing Filenames
- Continuous data streamt
- Locking and unlocking programs

It is VERY IMPORTANT INDEED: purchasers take note that 'IMAGE' is for sale strictly for making BACK-UPS of your own software for your own use, for protecting your own programs, or as an aid to putting software on disk (by removing locks from tape software). Any person found using the program for illegal purposes runs the risk of being prosecuted.

To receive your copy of 'Image' send a cheque or P.O. for the sum of

An Astounding £5.99 to:

Peter Donn, Dept. EU, 18 Tyrone Road,
Thorpe Bay, Essex SS1 3HF

Please state BBC or Electron version, V1 owners can obtain V2 by sending £1.50 + V1
AA269 without case † BBC version only

RAYCOMP DATABASE

NEW PRODUCTS

Features: 780 column display, up to 64 fields per record and 254 characters per field

- merge records with other files
- alphabetical, numerical sort on any field
- produce VIEW compatible files
- repetitive search (not basic versions)
- updated file information in header
- full edit/search + edit facility
- file size limited only by disc
- print records/selected fields (or via VIEW)

• versions for Shadow RAM/6502 second processors (+turbo), Sideways RAM

COMPATIBLE versions for ALL Acorn microcomputers. This is the completely upgradeable database. DFS & ADFS versions. DFS-ADFS file transfer service Shadow RAM/6502 sec. proc. & Sideways RAM versions - £8.50. Basic ELK & BBC versions - £8.00. Additional versions (not Archimedes) - £4.50. Archimedes version 1 (RISC) - £14.40

RAYCOMP GRAPHICS UTILITY

Plot line or scatter graphs, pie or bar charts with data from RAYCOMP DATABASE files or from keyboard. With screen dump printout. Price £7.50

EDUCATIONAL - CHROMTOGRAPHY SIMULATION

Input sample size and number, number of theoretical plates, fraction size & number. Visual simulation, tabulation & graphical output. Suitable HNC/D, Degree courses in Chemistry, Biology & related subjects. Price £14.50

Orders/Enquiries: State full details of computer system, 40/80 track, DFS/ADFS to:
RAYCOMP, 46 Frenchs Avenue, Dunstable, Beds LU8 1BH

CRASH RIDER

FREE:
 • ENHANCED BBC
 MASTER VERSION
 • Extra Race Circuits
 • Haunting Music
 • Extra Graphics
 • Auto-Demo Mode
 • Extra Game Features



**A PROGRAMMING
 BREAKTHROUGH**
 The first Electron motor
 racing game to faithfully
 represent the bends and
 chicanes of major
 international racetracks



Setting the Scene



Going round the bend at Misano
 (BBC MICRO VERSION)



Knocking off an opposing rider
 (BBC MICRO VERSION)



Clever Electron
 programming techniques
 (ACORN ELECTRON VERSION)

If you can't beat them, knock them off!

Howling round the bends at Le Mans at 150 m.p.h. is a daunting experience. You'll need nerves of steel and slick reflexes to finish in the Top 6 and qualify for the next race. If, at first, you can't make the grade you can always let off steam (and gain bonus points) by bumping into the other riders and knocking them off their bikes; listen for the terrified wail as the rider is sent flying to the ground.

Each race has 60 participants — and the further you get, the tougher the competition becomes. Bonus points are awarded for a good finishing position, and your "hit-count" shown at the top of the screen records the number of other riders you have sent tumbling from their steeds.

Seven top international racetracks are featured:-

- Le Mans (France)
- Anderstorp (Sweden)
- Paul Ricard (France)
- Brands Hatch (UK)
- Misano (Italy)
- Silverstone (UK)
- Nurburgring (W. Germany)

An enhanced version has been specially produced for owners of the BBC Master Series computers. Included free with all BBC Micro cassettes and discs, this version features several extra race circuits, a beautiful 6-minute musical soundtrack, and a host of extra game features — making full use of the Master's extra memory and capabilities.



BBC Micro Cassette..... **£9.95** Acorn Electron Cassette... **£9.95**
 BBC Micro 5¼" Disc **£11.95** Acorn Electron 3½" Disc. **£14.95**
 BBC Master Compact 3½" Disc **£14.95**

(Compatible with the BBC B, B+ and Master Series computers).

PRIZE COMPETITION

A superb MZ Simson sports moped (illustrated above) worth £500 is the first prize in our competition.

To enter the competition, you must finish in qualifying position on the first 21 racetracks, and note down the congratulatory messages you receive.

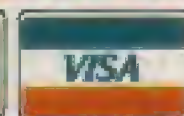
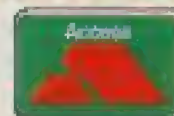
Closing Date: 31st March, 1988.

**SUPERIOR
 SOFTWARE**
 Limited

ACORNSOFT

Dept. CR3, Regent House, Skinner Lane, Leeds LS7 1AX. Telephone: 0532 459453

Please make
 all cheques
 payable to
 'Superior
 Software Ltd'.



24 HOUR TELEPHONE
 ANSWERING SERVICE FOR ORDERS

OUR GUARANTEE

- All mail orders are despatched within 24 hours by first-class post.
- Postage and packing is free.
- Faulty cassettes and discs will be replaced immediately.
 (This does not affect your statutory rights)

"Play It Again, Sam"

FEATURING:
Four Number 1 Hits



THE BEST COMPILATION EVER for the BBC Micro and Acorn Electron

Sam, an ardent fan of Superior Software's games, is always ready for a challenge... and the tougher the better! Here's four games that, as time goes by, he returns to again and again.

Citadel, a fascinating arcade-adventure, features over 100 beautifully detailed screens of action. Computer Gamer reported: "The game is extremely good. Well worth the cash."

Thrust is simple and fun-to-play, yet incredibly realistic and highly addictive.

"This game has class... try it!" urged Computer & Video Games.

Stryker's Run is a challenging action-packed combat game.

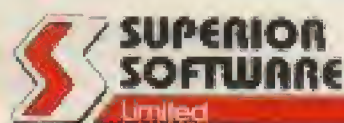
"This game will impress you... the graphics are stunning... this should be in every collection," A & B Computing remarked.

Ravenskull is a massive arcade-adventure game, full of puzzles and problems to be solved.

Acorn User commented: "Ravenskull is a very good game and is destined to become another Superior classic."

BBC Micro Dual Cassette	£9.95	Acorn Electron Dual Cassette	£9.95
BBC Micro 5 1/4" Disc	£11.95	Acorn Electron 5 1/4" Disc	£11.95
BBC Master Compact 3 1/2" Disc	£14.95	Acorn Electron 3 1/2" Disc	£14.95

(Compatible with the BBC B, B+ and Master Series computers).



ACORNSOFT

Dept. PS2, Regent House, Skinner Lane, Leeds LS7 1AX. Telephone: 0532 459453

Please make
all cheques
payable to
"Superior
Software Ltd".



24 HOUR TELEPHONE
ANSWERING SERVICE FOR
ORDERS

OUR GUARANTEE

- All mail orders are despatched within 24 hours by first-class post.
 - Postage and packing is free.
 - Faulty cassettes and discs will be replaced immediately.
- (this does not affect your statutory rights)